

- Future Assets we could use:
 - PBR Tools via Tirgames Assets (\$15)
 - Work Place Tools Ilias Kap (Free)
 - Factory via Tirgames Assets (\$15)
- Coordination with Brandon and Devin:
 - Met via discord with the team last night and agreed to start moving onto a more collaborative approach where we are starting to develop in the same environment with tools such as Unity Collaborate and version control
- Factory Setting in Unity:
 - I have created the preliminary structure for a two story factory using assets imported from the Unity Asset Store
 - This features a staircase as well as an overhead roof
 - Further iterations could feature a more realistic setting that resembles a Boeing plant
 - Further iterations could feature tools in the factory as well



