**February 17th:**

Created the log. Continued working on the pour prototype. Spent a few hours attempting multiple solutions to create the cursor system I ended up with. It has click and hold functionality right now, need to work on adding a click function (using deltaTime to space it out, probably). The keg, tray, and cup are all interactable.

Differentiated click and hold. Cup now moves to tray when clicked.

**February 25th:**

Cup now communicates to manager (and manager communicates to tray) that it has been clicked.

Keg now checks if tray contains cup when clicked.

**February 26th:**

Camera system set up, can swap between states. Current states include main and keg, but more can be added as needed.

Cup will need to be dragged to location under tap?