**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.