I am coming from a JS background and web development. In that discipline, logging on console is a very popular style of debugging. Therefore, I have been using that practice in my coding style with C# as well. Generally speaking, I am very comfortable using logging in my debugging.

Stackoverflow, YouTube and other forums have also helped me a lot so far in this course. I watch a lot of YouTube videos and search through online resources to find any other additional information and to search for my debugging issues. One clear example that I also brought up in my previous submissions was that I found out that we cannot user transformation in world space on LineRenderer game object. I found out about on the web.

Stackoverflow actually helped me in the previous submission in one very big issue, which was raycasting. Even though I learnt about this concept in my Graphic course, sine I had not had any experience in C# with implementing this concept, I faced several problems in adding selection interaction to my code. Therefore, online forums helped me a lot in adding that interaction mode to my code and helping me in implementing that concept in C#. 