**Full Disclaimer**: I have a big problem with my personal computer. I run out of memory and SSD capacity really soon, which does not allow me to easily work with unity and its heavy tasks. I struggled with this assignment really badly, had to reset my mac several times, unity stopping running and other issues. I had to even uninstall office products, including Excel, to free up some space to install unity and VS. Therefore, I decided to work with a smaller portion of the dataset. However, I used an OOP practice, which can be easily expanded to a bigger dataset with more attributes. Below is a screenshot of my capacity:

A screenshot of a social media post

Description automatically generated

Below I am listing the taken activities:

1\_ I used the groceries store dataset. I downloaded the dataset, and only used the first 12 attributes as inputs into my rendering.

2\_ I used an OOP practice in my programming. I defined a class and instantiated each row as a class with 12 float features.

A picture containing graphical user interface

Description automatically generated

Then, I defined two functions to calculate the min and max of each attribute from the list of instances. Then, with using those min and max values, I normalized each attribute to be between -1 and 1.

Text, table

Description automatically generated

3\_ Then, I used Line Renderer to draw a line between different points. The final product is provided here:

A screenshot of a computer screen

Description automatically generated

I might be mistaken but I realized that the only game object that cannot be transformed or rotated is Line Renderer. Please let me know if I am mistaken. I came to this conclusion after a lot of research and trial and error. Then, to fulfil the transformation requirements, I used Text Mesh object, to name the axes and a title. I played with its transformation properties here:

Text

Description automatically generated

Finally, please note that I used a color coding here. If any one of the normalized values of the first six attributes are greater than 0.5, I used the color red. Otherwise, I used green in Line Renderer object.

Text

Description automatically generated