10/15/2019

- **ParticipantLog.cs:** Added basic scripting for inputting participant ID number at the start of OFT. Allows for writing of separate files by subject #.
    - So far checks to see if file already exists, prints to Console if true. Plan to add pop-up menu that asks to overwrite or append to existing file.
- **LogManager.cs:**
    - Updated _position.csv data collection rate from 60Hz to 10 Hz
    - Cleaned output for both _position.csv & _objdistance.csv, with new added variables collected through new methods called in script:
        (See **"OFT Output Data"** documentation.)
        - **CollectPositionData() <-** _position.csv
        - **CollectResponseData() <-** _objdistance.csv
    - Added Spawn GameObject to store starting location of participant per trial, for use in data collection within **LogManager.cs**
- **Testing Trials:** Added 17 new trials in accordance with **OFT Trials.xlsx**, totalling 24 trials. 6 trials per object type (Chair, Ball, Bucket, Cone). Procedure for adding trials outlined in **OFT_TASK_GUIDE.doc**
- **Learning Trials:**
    - Created 4 Learning Trial scenes (1 per object)
    - Attached Nate's Trial Scripts to FPSController by trial object
    - Press 1 to confirm knowledge of object location, press "k" to move to the next learning trial.
- **Randomizev2.csv:**
    - Updated *nextLevel* to match new test trial lengths (24).
    - **LevelPick():** wrapped Testing Trial while loop in an if else statement checking to see if learning trials have been completed in sequential order. If so, move on to randomized w/out replacement test trials.