* For the final thesis, about software engineering... I did use the circles.. first technique, implement one task, refine with animation, navigation... then second circle.... all task, all animations, all navigation.. .
* Tag one game object.. e.g. gamecontroller. And this controller can connect almost all the other necessary game objects... easy to get... i.e. find object by tag... and then get what it needs.
* Create a general script hashIDs to install all the hash ids for the animations. 
* Delegate the use function in toolcontroller it is a bit dangers to do this...
* Paper ideas: face to all players...
  + Firefighters training but not boring
  + Non firefighters playing but can learn
  + How?
    - Game contents are technical
    - Using some of the game concept to make it interesting, e.g. Level, skills, story, etc.
* How about to use Unity to create a presentation for my final defense.