

## Daily Log

### Monday November 18

I tested the button today, and it didn't end up working, unfortunately. The same thing happened where the gaze didn't recognize that the button was being tapped.

### Tuesday November 19

I remembered I had a button prefab from a previous HoloLens project that I worked on. I copied that prefab to this environment, as well as some other objects to test the button. I added a button to the manager to move the cube and added this button to the code.

### Thursday November 21

I tested the new button prefab that I modified last time. It was weird because the old commands that would add an object worked, but when I tried the button that I just made to move the cube, that didn't work. Hence, I know that the gaze is definitely working, so the connection between the cube and the button is the problem.

## Timeline

Date	Goal	Met
November 3	Have all the configurations done and be able to have the buttons work.	No, it was a weird week so I didn't get too much time to work on the project itself.
November 18	Have all the configurations done and be able to have the buttons work (same goal as last time).	No, because I just need to test the button to make sure it works.
November 25	Create the buttons to make the box move left, right, and backwards.	No, because the button to move the box forward is not working
December 2	Create the buttons to make the box move left, right, and backwards. (Same goal as last time).	
Winter Goal	Have the robot move when the user presses the buttons, with the application deployed to the HoloLens.	

## Reflection

Now that I know exactly what the problem is (the connection between the cube and the button), I feel like I am heading in a much better direction. I will have to look at different ways to connect the button to the cube, because the way I was doing it before was not correct. I could also look at how it was done in previous projects. I wish I had remembered that I had this reference point before, but that's all right, at least I found it now. The button prefab that I am using is below.

