Journal Report 3
9/16/19-9/22/19
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Daily Log

Monday September 16

I got the code to move and go forward using code. For example, when the program starts, the cube will move forward x amount. You can tell it moves forward because in the same frame, the cube got smaller. I used ¡GetComponent¿.transform.position to move the waypoints. Next class I will be ready to start configuring the button

Tuesday September 17

I started configuring the buttons today. At first I tried making a cube a button and everytime you would gaze tap it, it would trigger another action, like a button. However, when I used the button the gaze was a little laggy and I felt like there should be another alternative. I researched for the rest of class to find an alternative to using a cube as a button.

I found that there is a built in button object in the HoloToolkit. There is a Canvas gameObject that has Buttons in it. The good thing about this is that it stays in one spot in the reference frame as you move around and it does not lag.

Thursday September 19

I started configuring the Button object and kept in the left-hand corner for now. I also created a script would recognize when the button tap is recognized. However, the script did not work, unfortunately. It would not recognize when the gesture tap is being used. I know the button was being tapped because I made the button change colors when it was tapped in Unity. Therefore, I know that there is a missing connection between the front-end and the back-end. I will have to check the configurations again.

Timeline

Date	Goal	Met
September 15	The "code playground" should be done by this point. The user should be able to drag and drop the code blocks to the run area.	No, because I am adding the capabilities to the cube before I start the "code playground" so I don't have to worry about other things first.
September 22	Have a robot object that appears at the start of the app. The robot should be able to move when the user hits "run" in the run portion of the "code playground" with the code blocks they put in.	No, because I have not found a robot asset mainly because I want it to work on a cube first. Once I get the button to work, this should be done
September 29	Create a simple, table-sized map where the robot will rest and will eventually move.	
October 6	Create the other buttons to move the robot/cube right and left	

Reflection

This week I accomplished a good amount for the pace I have been going at. I definitely do need to do more research about why my code is not working. I followed a tutorial for the code, so the first thing I will do next week is try to follow another tutorial. If that does not work, then I will try to look at the configurations again. Making a button for the HoloLens is pretty common, so I'm sure there is plenty online to help me figure out where I went wrong. After I fix the issue my goal is to make the cube move forward every time the button is pressed.

Below is a picture of the code that I have been working on to get the button to work.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using System;
using HoloToolkit.Unity.InputModule;
using UnityEngine.UI;

public class Tapping : MonoBehaviour, IInputClickHandler {
    //IInputClickHandler is how the front and back end should be connected

    private int index = 0;
    public void OnInputClicked(InputClickedEventData eventData) //when the gesture tap is used
    {
        Debug.Log(this.gameObject.name); //nothing is printing with this line when I run the program
        if (this.gameObject.name == "move") //if the button is named move
        {
            index = 0;
            this.gameObject.GetComponent<Image>().color = Color.gray; //then change the color of the button to make sure
            //it is working
```