Daily Log

Monday December 2

I realized I was using the wrong command to move the cube. The correct command is:

    cube.transform.position = new Vector3(0, 0, 0);

This would move the cube to the origin every time, so while it does not move the cube forward, now I know that the buttons are working and the buttons and the cube are connected.

Tuesday December 3

I played around with the axes today to figure out which axis points forward from the users perspective. The z-axis is forward and backward and the x-axis is left and right. Also, I got the position to work normally by making the line of code to make the cube go forward:

    cube.transform.position += new Vector3(0, 0, 5);

I added the rest of the buttons and they all work as intended as well.

Thursday December 5

I searched for robot prefabs and I found the links to a few robots. Quite honestly, I feel like the ones I found might scare away some children. I am going to look a little more on Monday but I have some for backup. I looked into options for creating a prefab, and creating my own prefab is going to be way too complicated and won't be worth the time. I also removed the extra buttons that were present from my other project.

Timeline

Date	Goal	Met
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).	Yes, all of the buttons are working
December 9	Have the robot prefab replace the cube and start working on the Code Playground	
Winter Goal	Have the robot move when the user presses the buttons, with the application deployed to the HoloLens.	

Reflection

The app is definitely taking shape now with the buttons working. I still have to test the app on the HoloLens to make sure there are no bugs, but I will do that after I get the robot prefab so I can make sure the robot doesn't look too bad on the HoloLens. I am getting pretty close to accomplishing my winter goal.