Daily Log

Monday December 9

I looked at some more prefabs and decided on one. I downloaded it and am ready to insert it into the project tomorrow.

Tuesday December 10

I integrated the prefab but then realized that it was not a gameObject which makes it too complicated. I looked for more prefabs that are gameObjects.

In the night, I built the app on the HoloLens. It was really weird because the application would not actually start. It showed a top taskbar with the name of the app and a few scroll options, but the application itself never actually started. The Unity intro screen didn't even show up.

Thursday December 12

I tried looking into why the app wasn't starting and played around with a few options, but nothing really worked. The issue is really weird and I've never seen it before. I'm going to have to keep researching what happened.

Timeline

Date	Goal	Met
November 2	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 9	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 16	Have the robot prefab replace the cube and start working on the Code Playground	No, because I never integrated the prefab.
December 23	Finish last weeks goal and deploy the application to the HoloLens successfully.	
Winter Goal	Have the robot move when the user presses the buttons, with the application deployed to the HoloLens.	

Reflection

I am a little confused about what's happening to the application upon deployment because it is working fine on the emulator. Perhaps my HoloLens needs to be updated, but I'm not really sure what's going on. Maybe, I can try to deploy another application to the HoloLens to see if that starts fine.