

## Daily Log

### Monday November 11

I researched different button options today and decided to use an existing button prefab. It uses two scripts to manage it, one that just recognizes what button is pressed and another that does something when the button is pressed.

### Tuesday November 12

A lot of the time, I tried to figure out how to link the GitHub repo to my existing project. I already had a project repo that I was linking to GitHub on my personal account (not through the GitHub classroom), so I had to delete that repo and commit it to the new repo. I had to figure out how to do that without messing up any of my files. I figured out how to do it eventually. There was also a file that I had to add to .gitignore because there were permission errors.

### Thursday November 14

I added a cube and a button to the environment and worked on linking those two. I tried to make the button move the cube. I wrote the code to recognize the button and what needs to happen after the button gets pressed (which should be to move the cube). Everything is written and is ready to be tested on Monday.

## Timeline

Date	Goal	Met
October 27	Have the run button work to move the robot.	No, because I had to redo initial configurations.
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.	
Winter Goal	Have the robot move when the user presses the buttons, with the application deployed to the HoloLens.	

## Reflection

I was able to make good progress this week, now I just need to test it for next week. As for the winter goal, I feel like I will be on time for that goal. Ideally, the button that I programmed last week will work, and then getting the other buttons to work should not be too hard, given that one works. The next step is to find a good robot prefab. I don't think it's worth the time to make my own robot prefab, so most likely I will find one. Then, I will have to deploy the application to the HoloLens and fix any bugs that may arise. I am planning to have time to fix these bugs, because it is pretty common for there to not be bugs when using the emulator, but then have bugs arise when deployed to the HoloLens