

## Daily Log

### Monday October 7

I did some more research about what I can do to get the taps to work. I changed my method to just print something out to the console to make sure that the button is being tapped. After trying a few different things, it didn't work. I will have to do more research.

### Tuesday October 8

I looked at some more tutorials and it seems like a script was missing. I added the script and it looked like one of the options was missing from the Unity script menu. It didn't work, so perhaps this is the issue. Of course, I am not certain that this is the problem.

### Thursday October 10

I did some more research on how to get those options, but really wasn't able to find anything. I am considering re-doing the configurations. Now that I know what I have done to get to this point, everything past the initial configurations should not be too hard.

## Timeline

Date	Goal	Met
October 6	Create the other buttons to move the robot/cube right and left	No, because I am trying to get the move forward button to work properly first.
October 13	Create a surface for the robot to rest and move on. Have the robot move only on this surface	No, because I am still trying to figure out the buttons
October 20	Have the buttons output text on the code playground whenever it is clicked.	
October 27	Have the run button work to move the robot.	

## Reflection

Since I have been stuck on getting the button to work for over a week now, I feel like I should probably re-do the initial configurations. I probably forgot something small that might be a little hard to find. If I forgot something small, then it might take a while to find it, but re-doing the initial configurations should not be too bad since I know how to add onto that. Next week, I think I should start doing the configurations again. This time around, I won't have to deal with the different versions of Unity since I already know which version works the best for HoloLens 1, so it definitely shouldn't take as long as it did to setup.