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My research strategies have largely stayed the same. If I can’t figure out how to do something, I usually go straight to google. Usually there will be Unity documentation that will help me, but if not I will look at stackoverflow or the unity forums for solutions or ideas. I very rarely copy an idea from these sources directly; I just use them for some guidance. If I still can’t find a solution, or can’t fix a problem I’m having, I’ll usually ask someone for help. I think it would be better to ask for help more often, because sometimes I can be stuck on an issue for hours and not get anywhere. Sometimes I need to just step away from what I’m working on, too.