

Week 1

Brought in new assets into unity and totally revamped my project

Week 2

I tried to create an elevator which broke my game

Week 3

Fixed the elevator but still need to add more interactions

week4

Hooked it up to the vive

Unity updated and the project can no longer link to vive

Week 5

Added a grab script a ray casting

Added a teleport script and potentially audio

Broke all of it and am trying to fix it for the midterm

Week 6

I added some more concrete directional lighting

And tried to implement a mapping for it

It broke a lot of code

Week 7

Fixed 90%of the code that broke

Week 8

got the rest of it

Week 9

Got the created more interactions

Week 10

put in point lighting to complement the directional lighting

Week 11

Perfected the new lighting system

Final week

Added some more assets