Over the last few months I have been trying to get over the hump of coding errors and get to a point where I ca experiment with a number of ideas.

My first major error was in the Arrow Manager Code when I compiled it said the line was already defined. I spent multiple week’s searching for the answer and then finally I found the solution when browsing the internet. I found the error was very simple to fix, all I had to do was delete a separate code with the same name. After solving that error I found another error this time coming from a steam vr code where the code is not up to date and I plan to update it in the near future. My current goal is to get the teleportation working but since there is still coding errors I cannot playtest the game. I also had a problem when I imported the map into the project because the computer cannot run unity with the map because the file is too large. To fix this project I separated the code and player model to a separate file and I will combine them when it is fully complete.