CW1 Learning Journal Entries

13/10/20

Object only rotating to -180 degrees then stopping. Was using the simple method of transform.rotation =. Overcame this bug by using Unity built in function “transform.rotate”.

13/10/20

Object thinks it is always going to fall off the side. Fixed by adjusting variables of the floor dimensions

13/10/20

Object thinks the rotation is always facing off the floor. Problem with converting unity transform.rotation values to readable numbers. Fixed by converting to EulerAngles method

13/10/20

Encountered an annoying bug while making the object turn slowly instead of instantly. The object would get stuck in an infinite turning loop or sometimes just fall off. Decided to revert back to instant turning as there isn’t any need to add so much detail to a simple tutorial