**Journal**

I tried to make a 2.5D platformer too tricky, so I changed to the Dino game, which is the solution to my problem, and I will work on this project later. Write this in my journey.

While writing my tutorial, something went wrong with adding the code and pictures. I managed to fix the code problem, but adding images is still a mystery.

I had a problem adding an array where the sprite renderer instead of the sprites, so I got an error saying I couldn’t do this.

I fixed the problem by correctly swapping the array I put in the sprite renderer with the sprites, and the error disappeared.

I wrote my Tutorial but didn’t explain it enough and just showed the result without explaining why I’m doing this.

My running animation for my game doesn’t work, perhaps because of a wrong code that I placed in the wrong position.

I fixed the problem I was having with the running Animation. I set it to less than the sprite length, so it was always less than the sprite length. I asked the teacher for help, and he told me to change it to more than the sprite length, so now it’s working correctly.