**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.

When making the Void on Trigger Enter, I accidentally got the tag I was referring to wrong, so I kept getting errors. I didn’t know why until I went back to check, and I found out that I added a **s** onto the end, so it was registering that tag, so when I removed it, it started working again. I also made one on void private instead of public, so it was saying that access is restricted. Then I went back and saw the code was private so that no other place could access it, so I changed it and started functioning correctly.

I once again made a void a private and found that when I wanted to access it in the **on-click.** In the button text mesh pro **on function** game manager section, I found that I must have made it private again. Then I went back and changed it too public. Then it showed up, and I could continue my work.

I made a mistake in the tutorial where I added all my tutorials together instead of separating them I guided by the lecture to split them into four or more components.