Learning journal

<u>Creating the component</u>

Firstly, I created a plane and gave it a tag "ground" so I can use it for disabling endless jumping by creating a bool "grounded".

I created a capsule and used a movement and camera script I created by following a tutorial, also assigned a purple material (https://www.youtube.com/watch?v=blO039OzUZc)

I created spheres – collectibles, created green material, assigned it and added my collectible script.

I created a pickup text for the collectibles and put it in the collectible script. I also created a blank text for the collectible count and put it in the script. I also referenced the player in the movement script where the count is kept as when I kept it in the collectible script it kept resetting to 0.

I decided to create platforms – therefore I gave them a tag "Ground" and I lowered the plane and tagged it "Hazard". Now it is a jumping game. If you fall you respawn in the beginning.

I added a health script to the character – now it has 3HP and I created an empty text and dragged it into script where the hp is printed.

I created a platform moving script that I assigned to a button – cube. When you press the button the platform moves towards you and you can reach the last collectible.

<u>Tutorial 1 – moving platforms</u>

I learned this with help from a course mate, now I know how to move objects when activating the movement with an object. I also gained practice with bools. Now I know how to use them efficiently.

<u>Tutorial 2 – jump</u>

I learned how to implement a simple jump from a youtube tutorial. I learned how to use a bool for disabling an infinite jump.

<u>Tutorial 3 – collectible</u>

I learned how to collect object by pressing a certain object and making a text appear when entering the collider.

<u>Tutorial 4 – health</u>

I learned how to implement a simple HP system, put it in UI and make that you lose it if you step on a "hazard".