Journal

21/10/2018

I had no idea how to go about this. I wanted to try creating this myself entirely, but I couldn't so I spent the day researching, reading posts on the unity forum, and watched a few tutorials to see this in action.

22/10/2018

Made a simple jump using Addforce, making sure the force wasn't greater than greater than 9.81f (found this to be a possible plan for the future, maybe to make a jetpack?). This didn't make character jump how I wanted and created a floaty feeling that didn't play right. Tried to tackle issue, but couldn't work it out, saved version of the script to tinker with later on, possibly for a fun jetpack mechanic.

25/10/2018

Got rid of AddForce, introduced tracking the player to see if they were grounded using Raycasts. Then changed AddForce to using velocity.