**Journal entries**

**Intention:**

**Create a singular step player controller that allows the character to move square by square around a grid**

**17/10/18**

First time using unity for a solo project was proving a challenge – I used this time to watch YouTube tutorials and the default unity tutorials to get a grasp on using the engine in ways that felt appropriate for my goals.

**18/10/18**

I had trouble finding a set up for the main camera that worked well for the isometric game view. Discovered orthographic projection better suited this 2.5d look and played around with parenting and transform positions to fit the whole board on screen.

**19/10/18**

Had initial trouble getting the player to move on a step-by-step basis. Initially, I was using another method with Rigidbody that relied on the grid but found hard coding the movement with GetAxisRaw was ultimately easier and more responsive than grid based mouse clicks.

**23/10/18**

Started drafting my first tutorial for Friday

**Outcome**

I was able to produce an isometric camera setup and a character movement script that moved the player square by square