**Journal entries**

**Intention:**

**Create a player health script and functioning UI**

**6/11/18**

I was able to quickly set up the enemy game object, tags and triggers.

**7/11/18**

Had issues setting up the players health value to decrease upon contact – fixed this issue with OnTriggerEnter and using a damage integer.

Damage and health system UI were also both initially scripted separately – I was having issues connecting the scripts so decided to simplify it in to one script.

**8/11/18**

Created the UI in Photoshop and managed to finalise the script and set up the UI array cycle to correspond with the player’s health. Also included a simple scene load for an optional game over screen.

**9/11/18**

Started drafting tutorial 3

**Outcome**

I was able to create a health script that decreases upon enemy contact and UI to correspond with this.