Task/Tutorial Journal 1

18/10/2018

This was a smaller tutorial compared to the other 3 tutorials. So the problems that could be found in this tutorial were very limited. The issue i did have albeit was a very small issue was that I had trouble adjusting the speed the player could move while crouched. This was a problem as i did not want the players to be moving the same speed if the character was running or sprinting

Task/Tutorial Journal 2

19/10/2018

The issue I faced was that with the X and Y axis the character model would go flying all over the environment if i turned left for example. I wanted the character model to stay still in a spot and the player would move the mouse to look around. The way i solved this issue was adding a script to the camera.

Task/Tutorial Journal 3

20/10/2018

This was another hard tutorial as I faced many issues. The issue i faced was that i did not know you needed to add a tag for the object that you wanted to be scanned. So to solve this issue I asked one of my classmates at university for help on how to fix my object to scan script. You needed to add apart in the object to scan script which needed you to add a tag. So i redid the script adding code for tags and created a tag called ‘Scannable’ and added this to a object, Then it worked.

Task/Tutorial Journal 4

22/10/2018

In this tutorial i faced the biggest issue as the scanning script did not work at first as when the player would walk up to a scannable object the object did not change colour even though i added a colour for it to change to if the player was within distance of the object being scanned. I solved this problem by adding mesh collider to the objects. The script i made needed the object to have a mesh body in order for it to be a scannable object and therefore change colour.