**Component Journal entries**

**Intention:**

**Create a series of components that interact with eachother to create a memory puzzle game. The components will consist of a level countdown, vanishing enemies, enemy movement and enemies that can move in a sequence.**

**Component 1**

26/11/18

Had issues finding a way to access the player controller game object but with some research, found how to reference it in the start class using FindObjectOfType.

27/11/18

Researched coroutines and IEnumerators.

Finished my script using a time scale to define when the player can and can’t move.

29/11/18

Started drafting component tutorial 1

**Component 2**

30/11/18

I was able to quickly separate the enemy game object in two and set up my new script.

Had issues getting the input for the reveal ability to work – found that using the canReveal variable within the canMove variable fixed this issue.

7/11/18

Finished off my script and started drafting component tutorial 2

**Component 3**

3/12/18

Had issues referencing the current position of the enemy game object – resolved this by assigning variables to the current game position in the star class using transform.parent.position

4/12/18

Started drafting component tutorial 3

**Component 4**

5/12/18

Adjusted the shift variable to create a square movement for the enemy. Assembled the final game.

Started scripting component 4 tutorial.

**Outcome**

I was able to create a system of components that interact to create a memory puzzle game with vanishing enemies, moving enemies and enemies that move in a pattern.