**Journal entries**

**Intention:**

**Create obstacle boundaries, collision detection and scene transitions.**

**28/10/18**

Had issues setting up collision detection – switching from OnCollisionEnter to OnTriggerEnter seemed to fix the issue with debug log not firing.

**29/10/18**

Set up the “repel” collision by setting NextDir for X,Y and Z to 0 from the movement script – this pushed the player back to their previous position.

Collision was still not working at this point – found that Is Trigger was not ticked on the wall game object.

**30/10/18**

Scripted the scene change on key input when the player is stading near the door. Found that using just OnTriggerEnter for the scene change didn’t fire the temporary debug log. Setting a variable for canTrigger and using OnTriggerExit fixed this issue.

**1/11/18**

Started drafting tutorial 2

**Outcome**

I was able to create obstacle boundaries for the player using tags and a C# script as well as scene changes based on player key input and collision detection.