Programming Task Journal

# Tutorial 1

During the first segment of programming I had some issues with how to get the objects to disappear and reappear. I tried various methods, such as destroying and disabling the object, but all of these methods prevented the object from reappearing. In the end, it turned out that the solution was to call the renderer of the object and enable and disable that.

# Tutorial 2

Overall, programming character movement went fairly smoothly, although I did have a few issues with how to call the movement. By using online tutorials, I found a quicker way to get the input axes than making 4 different if statements. Even when I got that done, there was still the matter of getting the camera to rotate vertically as well as horizontally, so I came up with the solution of adding a separate script to the camera that controlled this rotation.

Movement tutorial: <https://www.youtube.com/watch?v=xVjfqIuQDLI>

# Tutorial 3

The code was somewhat easy to implement, and was the first experience I had with using OnTriggerEnter in a 3D engine. The main issue was trying to get the player to collide with the coin; even when the player made contact with it the game would not register it as collision. It turned out that I had not added a rigidbody to the character, and after adding the rigidbody the player object kept turning on its side until I froze rotation in the X and Z axis.

# Tutorial 4

The final script was mostly straightforward, although I had initially considered adding the script as an extension of the controller before deciding that making a separate script for the kill zone would be easier to understand. SerializeField was a new function to me, and was necessary to choose the transforms from within the engine.