***Journal***

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| **Activity** | **During the process of coding** |
| **Why did I chose this project?** | The reason I chose to make this project is that I want to be able to make a short simple game but also fun at the same time. I tend to make big games without focusing on the main mechanic, which result in game breaking bugs or unpolished codes. |
| **How did I gather research?** | I was able to gather is by looking through YouTube tutorials and asking my peers to help me. I also used additional notes from my previous years about coding to help me understand what each codes does. |
| **How did I overcome the problems.** | How I overcome these problems is by looking through unity forums and the unity manual. The unity manual helps a lot by providing me information on what each of the code was. I also ask my peers to help me solve minor issues. |
| **Player Movement** | I was able to make the movement code with ease as when I start a project. I normally work on the movement first to see how I would navigate through the game world. |
| **Restart Scene** | Restarting the scene was fairly easy as all you have to do is reset the scene. I have put this in the game so when the player flip over or glitch through the world. They are able to restart the game to the starting position. |
| **Scoring** | Scoring is tied to collecting the coins. Once the player have collide with the object (coin) the coin then adds a point to the scoreboard. |
| **Collecting Coins** | For this bit of code, I was able to add in the main mechanic of the game which was to collect coins. I also added rotation to the coins so it is not static. |
| **Obstacles movement** | I had the most problem with this one as there are many different ways to implement an obstacle. The way I decide to do is basically by pushing the player of the map using just the box collider. The way I made the obstacles to move is by setting waypoints by placing one child at one location and another where it ends. |
| **Camera Locked onto the player** | Locking the camera to the player is important in the game because it lets player sense the space around them. |