Task Journal 1

28/10/2019

Used a package found online so i did not come across any problem all i needed to do was add the fps controller prefab to the scene

Task Journal 2

29/10/2019

In this 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. Also 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 i added the scannable tag and it worked.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.

Task/ Journal 3

20/10/2019

With this package the respawn one i found it pretty simple forward as i followed a youtube tutorial online and it all worked without any bugs

LINK TO VIDEO: <https://www.youtube.com/watch?v=FPU3uR3HYGo>

Journal 4

22/10/2018

Camera package i used online https://github.com/shadowmint/unity-n-camera.git