Programming Learning Journal

# Package 1

The programming for the player was relatively simple, though the main issue was how to get the physics to work. Often I would have trouble trying to get the character to rotate, but it kept going in the same direction whichever way it was facing. I was able to fix this with the help of my peers, though I also learned that transform.forward was necessary to keep movement relative to the player. I also had some issue with the shooting mechanic; whenever I shot a projectile, I would be propelled forward with it. To fix this, I simply moved the spawn point further away from the hand.

# Package 2

The second package was significantly more challenging than the first to create, mainly due to the fact that I had no prior experience with AI programming. I managed to get the AI implemented by asking others to help, though the annotations on the scripts helped me to understand a bit better. Another issue I had was getting the ghosts to “see” the player. The original script did this by a raycast, but I then realised it would be better to calculate the distance between the ghost and the player.

# Package 3

The AI for this package was much simpler than the previous one as it only had to get into the vicinity of a certain game object, either the player or the ghosts. The main challenge came from implementing voice commands, as this was another area I had little experience with, and I had limited access to a microphone. Whenever I did have access, I was able to test this successfully; the voice commands themselves weren’t overly difficult to implement, though I had to add some intentional mispronunciations to the commands so that the voice recognition could potentially understand the player’s input more easily.

# Package 4

This package was arguably the simplest to implement due to the fact that I had done UI programming before. However, I had not done this in a while so I needed some brushing up, mainly with calling values from other scripts and counting the total amount of a certain type of object. I had a slight issue with the slider, but I was able to fix it by changing the value to health/100 due to the slider value being capped at 1, not 100.