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Journal

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| Activity | What happing in coding |
| What lead me to do this | My plan for these four tutorials and the small project is to create a small 3D Third person game that demonstrates and shows my ability to coding in 3D. |
| What type of research do I need to do? | I started by looking at the available online tutorials. I looked some of my old notes in David Wright lectures, and I have looked at some books from the Perry library and searched the web. These were very many and some difficult to follow. |
| Where could I get additional support from | I will need to talk to my tutor to support me sort out some of the coding difficulties, this has been very helpful. I also discussed with my colleagues. |
| Coding: Player Control | When creating this code for player movement in 3D script, I have found it to be simple and easy due to fact that I learnt my basic coding from unity that lead the player movement. However, I had to split up my code into two parts to be more manageable. |
| Coding: Camera Control | When creating this code for Camera Control In 3D script, I found it to be simple and easy. I looked at the online unity website and found the way the camera can be operated, when moving the mouse left/right turns your character left and right and moving it up/down rotates the camera up and down and so does the character. |
| Coding: Collectable | When creating this code for coin collection in 3D script, I have found it to be simple and easy. I looked at some different websites that gave me the ideas that helped me to create the type of code that collects coins. |
| Coding: Scoring System | When creating this code for Scoring System script I found it to be simple and easy. I looked at the online unity website and found collides with a cube to add points to the score, it works. I have tagged the cube in Unity and have attached this script for the player. |
| Coding: Enemy Following | When creating this code for player movement in 3d script, I have found it to be simple and easy due to learn my basic code from unity and own code that lead the player movement. however, I had to split up my code into two parts to be more manage. |
| Coding: Player Death | When creating this code for player Death In 3D script I found it to be simple and easy. I looked at the online unity website and found how to destroy object on collision to make the code Player Death. |
| Coding: Reset Game /End Game | When creating this code for Rest Game/End Game in 3D script I have found it challenging I had to go back over and over and finally I got my basic coding from unity that leads to reset / End Game. |
| Coding: Pause Game | When creating this code for Pause Game in 3D script, I have found it simple and easy, I used some of the techniques I learnt in 2 D in my basic coding from unity that leads to Pause Game. |
| Coding: Main Menu | When creating this code for Main menu in 3D script I have found it to be time consuming. I learnt my basic coding from my previous work and from the web that leads to Main menu. |
| Coding: Scene Management | When creating this code for player movement in 3D script I have found it to be time consuming. After a number of attempts, I had to split up my code into two parts to be more manageable. |

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