

Learning Journal

Tutorial	Code	What I learned	Date
Player movement and camera	<code>void LateUpdate()</code>	Transform objects have a <code>LookAt()</code> method which can be added to the <code>Update()</code> method, but after researching I learned about the <code>LateUpdate()</code> method. <code>LateUpdate()</code> happens after <code>Update()</code> has finished, so the Player script has a chance to finish calculating the player's position before the camera calculates its position.	19/11/19
Player movement and camera	Player movement	I found this task to be one of the least challenging as it was fairly straight forward and I mostly understood the code and what I needed to attach it to in the hierarchy.	19/11/19
All tutorials	Name tags	Name tags are used to organise and reference code and don't actually do anything in the code that effects anything in game. I've learned that this is a super useful way to organise code so I don't get so lost in what the code does as it is neatly titled at the top of the page.	19/11/19
Player movement and camera	Public float	Public floats are useful if you need to access anything in the hierarchy, particularly if you want to make changes to a character later on e.g. movement, speed, etc. I've learned	19/11/19

		how useful it is to use floats for this purpose	
Enemy movement and spawning	Enemy movement	I found this code to be quite difficult as I wasn't used to adjusting player movement and found using co-ordinates and speed confusing.	25/11/19
Enemy movement and spawning	Enemy spawning	I found this code to be the most challenging as I struggled to understand how the different ranges work. Not only do you have to code the range across the plane but also you have to code it so the randomly generate across the map and so its spread out.	25/11/19
Destroying Objects	Destroying the spheres	This part of the code I found was the easiest task to do. I have a fairly good understanding how colliders work in unity and destroying the object is simple enough as it is a one line code which is pretty self-explanatory.	25/11/19
Player hit damage/changing colour	Changing colour	This was a challenging task for me but I mostly understood how the coding worked for this. The most challenging aspect of it was creating the code so the player gradually becomes redder, however I was able to complete this task with very few issues.	25/11/19