Log Journal

Task 1 - Draw A Line

02/11/19 - I had an Issue with rendering the line from where the mouse point was. It would always start from the position (0,0,0). fingerPositions.Add(Camera.main.ScreenToWorldPoint(Input.mousePosition)); should be the code that I need but looks like I'm missing something, but what is it?

03/11/19 - I figured out that I needed two of fingerPositions.Add(Camera.main.ScreenToWorldPoint(Input.mousePosition)); as it needs a start value and end value.

Task 2 - How to Reload a Scene

09/11/19 - I always thought you have to write the scene number in the buildIndex to reload that scene. But then I found SceneManager.LoadScene(SceneManager.GetActiveScene ().buildIndex); which does that for me. Was it really that simple?

Task 3 - How to Make a Countdown Timer

06/11/19 - The code is quite easy and straightforward. It's a simple and can be easily edited to fit any game, though I was confused on [SerializeField] and it's a habit of mine to forget using UnityEngine.UI.

Task 4 - How to Spawn Objects at random points

05/11/19 - It has been some time since I've used Arrays so, things were harder than others, I had forgotten Indexes and the square brackets. But some quick research jogged my memory.

Task 5 - Game Component

14/11/19 - I had a problem with making everything work together, my spawn script wouldn't work with my draw line script and I can't really figure out why? Maybe something to do with Instantiating new objects?

15/11/19 - I forgot to place the prefab from the prefabs folder, that's why it wasn't the object I wanted. To think that such a small thing making my component not work properly, coding is hard.