

Learning Journal

15/10/2019

I did work on the 3D movement in unity using C#

22/10/2019

I worked on the 3D look script in unity.

I learnt that you can change the FOV of the camera to get a better-looking view of the game. Also, I learnt that I could code a mouse sensitivity into the game so that you can change it in the editor.

05/11/2019

I worked on a jumping mechanic script that would allow the programmer to change the jump height.

You can change the height if which you want the player to jump by changing the vector in the rigid body component.

15/11/2019

I worked on the pickup code that would allow a player to pick up and throw objects.

I found out in order for something to be movable you need a rigid body and a box collider on it in order for it to interact with other things in that scene.

28/11/2019

I worked on my component. For this I added the tutorials that I had done and made them into one-character controller component that I could transfer between different projects I am working on. I also added a movement speed function that would use, and If/else function to determine whether or not the player was pressing shift or not to determine whether the in game character should run or walk.