05/11/2019

I looked up a tutorial to find a mechanic involving movement.

I found a video by Blackthorneprod about double and triple jumping so I decided to go with that.

The tutorial was quite simple to follow I had not much issue working with it however it was very code intensive. Nothing difficult though.

28/10/2019

I started working on a tutorial for click to move in a 3D game, during the viewing of the tutorial I saw that we had to add a Nav Mesh to the character, I didn’t know what it was until I then saw it on the tutorial.

I had to research how to activate the Nav Mesh window which was in Window > AI > Navigation.

I researched a layer mask afterwards and layer masks are the layers that are defined by unity, there is a limit of 32.

I researched Camara.ScreenPointToRay which just means it takes a point from the main camara towards anywhere on the screen.

I had to research what the HitRaycast.point did and it acts as the point where the ray from the Raycast will hit.

12/11/2019

I started looking for a movement tutorial for 3D objects.

I know how to move objects on a 2d landscape but I don’t know how to move it on a 3D one, the tutorial was quite simple but he mentioned parts which I didn’t know

Such as input settings and how you can alter the input of your game.

19/11/2019

I began working on a dynamic player component, what this means is a player component that can die and respawn as well as display a death animation.

I started working on making a cube have the properties of movement and exploding once death, but to make it more interesting I decided to look up a tutorial for health, so that after 3 hits the cube will explode.

I looked up a tutorial for health and found a tutorial, after trying the tutorial I found that the tutorial didn’t work as intended and as such proceeded to work on a different system, it works perfectly however I still have to find a way of getting it to affect the UI health bar. The tutorial that worked was done by a youtuber called gamesplusjames.