***Programming journal***

Throughout this semester I have tried to get a better grasp of using C# scripts within unity and also to use unity better in general. I have attempted to do tutorials that are online to progress my understanding of implementing game mechanics. At first I created a basic forward movement mechanic for my component. This mechanic gives force to a cube I am using in place of the player. I created a floor for the cube to move on and added the script to the cube as well as creating rigid body and friction for the cube to create racing feel on the floor being its track. After realizing that once the code was done I could just drag the script onto the player I realised some core basic coding laws and know how. Knowing how to add the script and use unity was another issued in me learning rather than just using C# script.

I then created a side movement for the cube to make a feeling of direction and steering to the cube. I looked online at a basic Bracey’s tutorial for this and implemented it into the component which had the basic forward force movement. I used a basic C# script and dragged it onto the cube. I found difficulty in combing both the forward force and the new directional steering. I eventually figured out that they both can work together.

I then created a pause motion within my component. I wanted to give an opportunity for the player to have more of a sense of control and to test my coding abilities outside player movement. This took me a while but eventually I got the pause state done. I tried to implement some code yet I had lots of errors and it took me time to code the right lines. I missed some basic scripting rules such as where and when to put a curly brackets yet eventually I tidied it up and got the correct script without errors. Unity told me that I had errors and I worked within minimising errors. I however eventually correctly used some C# script to implement it towards my scene.

My final tutorial mechanic was a light switching on and off on the player. This was a bit more complicated for me. I eventually coded it and on the press of a key you could switch on and off a light on the cube. I used certain script for this as well. At first I created the light being on continuously using unity. I then tried to understand how to turn the light off which I achieved but it would not turn back on. I finally using help worked out how to turn off and on the light via pressing a key using scripting and advice online and from teachers.

In general I have slowly learnt how to add more things to game projects in unity via code in particular C# scripting. I have used online sources such as YouTube tutorials. I have asked teachers on my UNI course for guidance and I have researched how to implement certain mechanics. Despite me finding coding initially difficult I have learnt much more on the go and dropping myself in the deep end whilst also asking and seeking help where it may be.