Learning Journal

Triggering Sound 12/11

I wanted to use this behaviour because I wanted to learn more about sounds in Unity so I could use them in my 3D Level Design project.  
So, this was the perfect occasion to learn something using a script not too complex for me.

For this reason it hasn’t been an impossible challenge, but before achieving this tutorial, I wasn’t fully understanding how sounds were working in script because there are different ways to play sounds. And then after writing this behaviour I noticed that audio components are not so different from the other components such a rigidbody.

Play Sound On Click with no code 16/11

I was searching this behaviour because I needed sounds for my UI in the 3D Level Design project. So I found this way of playing sounds through the button click, which was really easy to import in a game, and it needed no code. Then, after setting everything properly in the scene, I noticed that the whole process was working through the OnClick event inside the button component, which was accessing the SetActive function.

So, this behaviour helped me understanding more on how to use UI buttons and even how to change between panels with a button click during a game.

Player facing movement’s direction 21/11

This behaviour makes the player model face the current direction in which it’s moving. I was searching this tutorial because I was looking for a different way to move my character, and make it feel more realistic, instead of having a frozen model. The script needed this time was more complex but not too much. It was still comprehensible.

So the method needed to make the script work was this:

void ControlPlayer()

{

float moveHorizontal = Input.GetAxisRaw("Horizontal");

float moveVertical = Input.GetAxisRaw("Vertical");

Vector3 movement = new Vector3(moveHorizontal, 0f, moveVertical);

if (movement != Vector3.zero)

{

transform.rotation = Quaternion.Slerp(transform.rotation, Quaternion.LookRotation(movement), 0.15f);

*//Slerp makes your rotation smoother based on a value from 0 to 1*

}

}

And it made me understand also new components which are Slerp and Lerp, that are really useful to make a game look more realistic and smooth, because as we can see in this case the Slerp is slowing down the rotation by a value: 0,15.

Dialogue System 06/12

For the last behaviour I chose to have a Dialogue System to implement in my Component Project. I searched this behaviour because I wanted to understand how a Dialogue System works in Unity and turned out to be not so difficult, even if it was a bit harder to understand than the others.

In this case the system works essentially with three scripts, and among these three scripts there was a part that I wasn’t understanding well: it was the Coroutine method.

So after that I searched how the Coroutine works in Unity, and I found out that if you give to the Coroutine a list of task, it will complete them one by one until the list is finished.