Programming Diary

**8th October**

I began my programming journey by compiling my movement script. I cemented my knowledge in rigidbody’s, setting floats and the transform.Translate function.

I then started to swap out my placeholder primitives for fully formed .obj models.

**10th October**

This session was spent on debugging my menu screen, attempting to apply shaders and trying to fix flickering textures. I have had problems with texture flickering before, but I had not delved fully into learning how to rectify this.

**15th October**

Today was spent on compiling the most complicated script I’ve attempted so far, creating a function where a cube/sphere can be shattered. I learned about creating primitives through code which I’ll be able to use in future projects. I came across a material problem of the created pieces not being the same colour as the starting GameObject. After some research, I was able to fix this and I now know how to code materials.

**24th October**

I spent this time polishing my shattering script and experimenting with the different primitives I could create.

**25th October**

Today I spent a short period of time simply importing my models correctly. I didn’t come across any problems until some models were being imported without their textures.

**2nd November**

Today I researched how to calculate offsets and pivot points, particularly to use in camera work. After spending three hours on this, my brain was mush and I decided to move on. Calculations is not a strength of mine and so I will need to return to this.

**3rd November**

This session was spent working on my 3D project, mostly debugging the movement script. I was coming across a rotation problem (when the player meets a barrier, they begin to spin. I fixed this by learning about restricting axis.

**15th November**

After a short time away from programming work, I set my sights on exploring camera shake and how to achieve this through script. The hardest part for me was finding the exact settings to have my camera shake satisfying, and not so nauseating. Achieving these settings was most time consuming.

**26th November**

Today was spent on another bug within a movement script for my player. Getting stuck on damaging obstacles if a jump is not fully completed. In the end, the problem did not lie within my code and what I had to do was edit the collider of the obstacle object.

After this, I moved my focus onto a particle system error within my explosion package. On mouse click, the particle system was supposed to play alongside my camera shake, giving the illusion of an explosion. On click, my camera would shake but my particle system failed to play. Doubting my coding abilities, I assumed the problem was there. My mistake was drag my particle system from my prefab folder, instead of my hierarchy, meaning the system in my scene was not being called upon.