Learning Journal

**17/10/19**

Investigating how to create a script that can drag and drop a cube. What do I need to use to enable the dragging of the cube?

I learnt that the way this is done is by clicking mouse down on a cube this will allow a cube to be dragged.

This is done by creating an If statement which when the mouse is held down then the cube will be Draggable. The dragging of the shape will change the world position of the cube, which will allow the mouse position to change so that it can change the position of this cube.

**19/10/19**

How do I enable a platform using a number key?

The way that this is done is by first disabling the game object of the platform then you create a script, where you create a reference for the game object of the invisible platform. Then you create an if statement which is if you press the key 2 then set active the invisible platform game object.

**12/11/2019**

I am investigating how to create a first person camera as well as moving the player character with a character controller.

**13/11/2019**

I found out how to create a first person camera as well as moving a character with a character controller. I found out the way you get a first person camera to work is by putting the main camera inside of the player character. As well I used a mouse look script so the player can look around an environment in a first person view.

I learnt how to move a character with a character controller. This was achieved by creating a shape which was cylinder. To get the character controller to work is by getting rid of the cylinder collider, as it won’t work with it attached. Then I put the character controller on the cylinder.

Then I learnt to write a script which referenced the character controller and moved using it, this works by getting the horizontal and vertical axis. Then it times the right transform by the z axis and it times forward transform by the z axis and it adds them together. Moving the character

**16/11/2019**

I am investigating how to move an object side to side and allow killing the player as well i am reaching to how to get the player to stop the enemy moving and kill them.

I learnt that the way you get the enemy cube to move side to side is by using a script which alternates for left to right after the cube moves 4 in either left or right. I learnt to make a script that killed the player. This is done by setting the enemy to collider with the player; this collision will destroy the player. To make sure the script does not destroy the enemy you need to create a tag for the player, so it knows to destroy this player object. I found out that to stop the enemy moving and stop killing the player, you need to create a script that references the names of the scripts, and then you press 3 which will set the scripts to false.