**Learning Journal**

1. One thing that I learnt whilst doing the programming tasks was the ways to think about how to write the code to make the computer do what I want it to do by thinking about, if I was to ask a person to do something how would I go about asking them.

2. Types of C# terms to make an object do something such as gameobject.transform.Translate, which is getting the game object such as a cube and taking control of its transforms like move, rotate, and scale.

3.How the use of public and private can be used to make a task you are doing simpler as by making something private you can only change that within the script whereas with public it can be edited in the unity viewport.

4.Learned that if you want to test if something is working properly, instead of doing the task you want the script to do you can write text in place as a test to see if the script reads the text out.