**Learning Journal**

15/10/19 Week 1:

During this week I created a tutorial for a double jump script. I learnt how to use the isGrounded variable to make unity recognise if the player had jumped and if they were currently in the air on not.

22/10/19 Week 2:

This week I created a script that could tally the points the player collected. I gained a better understanding on how to destroy object with something comes in contact with it.

29/10/19 Week 3:

This week I created a tutorial on how to make a basic movement script. I learnt about the character controller and how it can make movement a lot easier in unity.

05/11/19 Week 4:

During this week I created a camera follow script. I learnt how to make other objects follow the offset of the player model.