**Development Journal**

Tutorial 1: Camera Movement

1st December 2019

What I Learned:

* multiplying by time.deltaTime makes movement a lot easier and accurate, since it won't depend on framerate
* Importance of locking head movement on the Y axis for a realistic First Person experience

Tutorial 2: Player Movement

1st December 2019

What I Learned:

* time.deltaTime making it a lot easier and better to create a smoother experience
* Importance to create public floats etc. to make it easier to change values without having to access script directly

Tutorial 3: Gravity and jumping

3rd December 2019

What I Learned:

* easier to implement that I thought, but needs ground check to work properly
* The importance of a ground check and what it does and how it works.
* Really simple to implement if ground checks and gravity has been set up already.

Tutorial 4: Flashlight toggle

9th December 2019

What I Learned:

* Checking button presses and creating a response if button pressed