Programming Journal

*Attempting to create a Movement and Mouse script – 2:00pm, 20th November 2019.*

public class PlayerMovement : MonoBehaviour

{

public CharacterController controller;

public float speed = 12f;

public float gravity = -9.81f;

public Transform GroundCheck;

public float groundDistance = 0.4f;

public LayerMask groundMask;

Vector3 velocity;

bool isGrounded;

// Update is called once per frame

void Update ()

{

isGrounded = Physics.CheckSphere(GroundCheck.position, groundDistance, groundMask);

if(isGrounded && velocity.y < 0)

{

velocity.y = -2f;

}

float x = Input.GetAxis("Horizontal");

float z = Input.GetAxis("Vertical");

Vector3 move = transform.right \* x + transform.forward \* z;

controller.Move(move \* speed \* Time.deltaTime);

velocity.y += gravity \* Time.deltaTime;

controller.Move(velocity \* Time.deltaTime);

}

}

*Movement script completed at 5:13pm, it works more than I expected it would, no errors or issues arise.*

public class MouseLook : MonoBehaviour

{

public float mouseSensitivity = 100f;

public Transform playerBody;

float xRotation = 0f;

// Use this for initialization

void Start ()

{

Cursor.lockState = CursorLockMode.Locked;

}

// Update is called once per frame

void Update ()

{

float mouseX = Input.GetAxis("Mouse X") \* mouseSensitivity \* Time.deltaTime;

float mouseY = Input.GetAxis("Mouse Y") \* mouseSensitivity \* Time.deltaTime;

xRotation -= mouseY;

xRotation = Mathf.Clamp(xRotation, -90f, 90f);

transform.localRotation = Quaternion.Euler(xRotation, 0f, 0f);

playerBody.Rotate(Vector3.up \* mouseX);

}

}

*‘MouseLook’ component completed at 4:45, just like the movement scripts no bugs or issues interrupted my process. Everything works in this component.*

*Attempting the crouch component at 6:12pm,*

public class Crouch : MonoBehaviour

{

CharacterController characterCollider;

void Start()

{

characterCollider = gameObject.GetComponent<CharacterController>();

}

void Update()

{

if (Input.GetKey(KeyCode.C))

{

characterCollider.height = 1.8f;

}

else

{

characterCollider.height = 3.8f;

}

}

}

*Crouch component was completed at 7:00pm, an issue of an extra script in my game object occurred, because of this I could run in the play mode. I simply fixed this issue by deleting the extra scripts.*

Before this task I wasn’t comfortable or familiar with coding by myself, four weeks later I have managed to push myself to learn even the basics of coding, I’m not there yet but I really do think if I keep going I will get somewhere eventually, it has been a fun experience. I also had the help of the ‘Brackeys’ YouTube channel, this channel offers visual steps for beginners of Unity.