Learning Journal

2D Movement & Jumping: (19/11/2019 – 21/11/2019)

What I learnt when I was working the 2D movement & jumping tutorials was how it operates in the Unity and how connecting the C# script does requires Rigidbody2D in 2D settings and using colliders for other others in the scene helps it keep together without falling of the camera or not functioning. Another thing I learnt was flipping the sprite with Scaler helps save time with sprites doesn’t need too many of art sprites. The last thing I learnt was finding a way to add addition jumps with Ground Check and checkRaidus so it prevents me to add too many scripts and manage it easier.

AI Patrol: (23/11/2019 – 25/11/2019)

What I learnt when I was working on AI Patrol tutorial was making the AI character move on its own by using Raycast so it kept it simple when using it in the scene. Also when using the Gizmo icons to confirm to the location in the scene so the code can detect where the character can’t fall off and stays on the platform in a continuous loop. The rest of the tutorial was straightforward and easier to alter the speed and the gizmo loop within Unity.

Dialogue System: (26/11/2019 – 28/11/2019)

What I learnt when I was working on Dialogue System tutorial was using the animator to make the dialogue box appear when clicking on the button to make it more interesting and creative. I also learnt that I can add more lines for dialogue with TextArea and can be executed as a small cut scene in a small game. The rest of the tutorial was straightforward learn and understanding about UI design and how it can be displayed in the scene.

2D Shooting Mechanic: (02/12/2019 – 04/11/2019)

What I learnt when I was working on 2D shooting Mechanic tutorial was using Mathf calculation for the mouse control for a separate object where it can map with the mouse in the scene and when pressing it to shoot projectile and using a code for the projectile under a prefab. I did had a harder time working on and I would need more time working on it and improvement this component.

Making the Component: (06/12/2019)

Once the smaller components came together into one scene it showed me that I got more to learn when it comes to understanding how components operate together, using C# scripts and using game objects to create interesting mechanics.