

Learning Journal

19/02/2020

- Initially I encountered a problem with player movement and the cursor moving around the screen. It was for this reason that I included the lock mouse to screen script. Having the mouse stay central to the player's perspective is key for the package working correctly.

25/02/2020

- A bug occurs when the players shoots the enemy boulder, in that the enemy actually has the tendency to wander off after this happens. A simple fix to this is for the bullet to simply destroy the enemy on impact, which is something I will eventually implement.

26/02/2020

- At first the enemy was designed to shoot at the player whilst chasing, however I found this to make the gameplay quite confusing as it interfered with the player shooting mechanic. For this reason, I decided to remove it.

April 2020

- Looking at the project retrospectively, I've realised a few issues that I perhaps should have picked up on sooner.
- One of these issue is that bullets will last indefinitely in the scene. A fix for this could be a script that destroys bullets after time. Because the scene is such a small game scene though, I won't implement this as it's unnecessary.
- The fix for a previously mentioned issue about the enemy reactive to bullets, is simply that the bullets now destroy the enemy on impact. However, this leaves the game somewhat empty, therefore I added more targets for the player to shoot.
- This project has highlighted how effective the simple use of prefabs can be when creating game scenes. Although I've used them previously, I've not used them this extensively before and will ensure that I continue to do so.