

Programming Journal / Reflection

FPS Controller

This task was relatively tricky at first, as I had no idea how to start it. I wanted to be able to add more customization than what a normal basic Player Controller.

I started by looking up a Brackeys tutorial on FPS controllers, and found a nice video talking about a controller that uses physics. I remade the one from the tutorial as a base, and then worked on top of it with help and guidance from classmates, to end up with a good customizable controller which lets you change and adjust anything from walk and run speed, to jumping height and mid-air control.

My goal is to be able to redo / further improve a good FPS controller without relying on help from classmates.

Game Manager, UI and Game End

Since this package included multiple prefabs and scripts, the main problem I had was to find the motivation to start, as the scripts themselves are really simple, it was just the amount that put me into a mental block for a short while. Once I got started it did not take long to complete. The UI and Game End are only a few lines of code, I just had to make sure the Game Manager script would function and be able to interact between scripts and objects to make a game work. Overall, it was straight forward, the only thing I have to take away is make sure to reference the right objects onto the right scripts, as I struggled with the UI for a short while since I accidentally referenced the actual UI text to the score update scripts, rather than the game manager, which is where the score is actually updated in.

Collectable

This one was easy, as I have previously done it for my 3D level design, so I could simply reuse it for this project.

Restart Game

This script should have been extremely simple, but I insisted on doing it on my own without a research just to prove something to myself, which just ended up causing me to get frustrated due to the confusion as to why it was not working. When I later checked online, the script seemed to be fine and really similar / if not the same as what I researched online. It turned out after checking for 20 minutes on the internet, that I just forgot to reference the Scene Manager in the script, causing it to not function.

I learned to not be stubborn and just look online if I don't know something and that there is nothing wrong with that. =)

