

Socican Elizaveta

Learning Journal.

11/02/2020

Today was the second lecture, when I decided to start this journal. We have received our tasks. We are going to create four packages. I don't know what the packages are. But I'll figure out.

18/02/2020

I've been thinking about the packages. The hardest thing for me was ...everything. I tried to find something artsy for beginners like me, but not simple. I decided to create the Parallax Background Package. Spend the day today to find the tutorial.

25/02/2020

When I've been working on the Parallax Background, I understood that it would not be possible to test it without the Player Controller and Camera Movement. The idea of creating package with adjustable setting for the Player and Camera Controller Appeared. Paul showed me how to create the package in the project.

03/03/2020

Today I found and have been working on the Player Controller Package. I think it would be too easy to create just a basic controller, so I decided to add some adjustable settings. I will add the separate floats for the speed and jump force. Also, I've decided to make a Double/triple... jump settings.

10/03/2020

Isolation started. It was very different lecture today.

Today I've finished to work with the Player Controller Package and started to research the nice Camera Movement tutorials. I want to create something cartoony and smooth.

17/03/2020

Have been working on the Camera Movement today. I am quite happy with the result. Also the camera is adjustable as well as the Player Controller. Starting to think about the next package.

24/03/2020

Today I returned to the Parallax Package and have been testing it. Now I can do that, thanks to the two other packages. Found out a lot of issues. I'm not sure what to do with the same scripts I've put in the other packages. For example, In the Camera Movement Package I also included the Player Controller script. And it made me the error, as in the Player Controller Package there is same script as well.

31/03/2020

Finished the Parallax Package and resolved the issue with the same scripts. I created separate folders in the Main Asset folder with the single scripts. And moved the separate packages in the "package" folder.

05/04/2020

Thinking about the next package. I'm thinking about creating the package with the 2D lights, but I'm afraid it may be too tricky for the project.

Ended up with the Loading Screen. Started to work on it today.

20/04/2020

Today I finished the last package. Created a small animation for it. Started to write the documentation for the packages.

22/04/2020

Today I finished the documentation. I started to create the main Game Project with the packages.

26/04/2020

Today I finished the Game Project. There are still some issues. Found out that the project doesn't opens on the different pc. Trying to resolve this issue.

01/05/2020

Today I've finished all the work, checked if they work. Spend some time to polish the work.

I'm VERY worrying it will not work! 😞