Learning Journal

Coding

* ***2D to 3D Camera - 28th March 2020***
* This was the first component I made, it is a function which switches the camera perspective from 2D to 3D and back again. It wasn’t too hard to do as it required very simple code which I found on the Unity website. I struggled a bit on placing cameras into the correct spots but realised that I could edit them easily through Unity, which solved the problem. I created this component in around 2 hours, I thought it would take longer but it didn’t.
* ***Enemy bullet fire - 7th April 2020***
* This was the second component I made, in this component, the player is able to move in different directions and the enemy fires bullets towards wherever the player is. It also wasn’t too hard to do as I knew how to make the player move around from coding work I had done previously that had a similar way of movement, however, I struggled a bit with the bullet code as at first it wouldn’t fire, but then when it did fire, it wouldn’t fire at the player, just straight down. I realised that this was because the tag of the player was not set to “Player”, once I set the tag of the player correctly, everything worked. This component took me around 3 and a half hours to do, which is longer than I thought it would take.
* ***Multi-Jump - 20th April 2020***
* This was the third component I made. In this component the player is able to double jump, triple jump and you are able to edit the amount of extra jumps to give the player the ability to jump a lot more. This was probably the hardest component for me to do as I had never coded a double (or more) jump before and it took me the longest (around 5 hours). The video tutorial that I watched for this code made sense and once he started explaining his code in more detail, I understood it a lot more. Apart from the main jumping mechanic, I struggled with the player constantly falling through the floor, which I did not know how to fix until I realised that I missed some steps in the video, which I had to rewatch.
* ***Coin Collectable - 6th May 2020***
* This was the final component that I made, and it was the easiest component I did, because I had done it before. I followed my own tutorial which was inspired by another Youtube video. Even though I found it the easiest, there were still some minor issues that I had to fix, such as the score counter not going up once a coin was collected, and also the coin not being destroyed when the player collided with it, but other than that it went pretty smoothly. To fix the score counter issue, I had to change the tag of the player to “Player” and to fix the coin destroying issue, I had to change the tag of the coin to “Coin”. This component took me around 3 hours to do, which was expected as that is how long it took me before.
* ***Final Game Project - 14th May 2020***
* The final game project wasn’t too hard to do as 3 of the 4 components were able to transfer into it very easily. However, I struggled when putting in my 1st component, the 2D to 3D camera, as I couldn’t make it work in an actual game setting alongside the other components. Next time I will try to think of more components that would work well with the other three components