Learning Journal

16/03/2020

I began the write up for the morphing technique that I utilize in my game, the new technique has been changed however I thought the previous version for it would be very good to use for people who wanted to make quick prototypes that had that similar mechanic.

I didn’t encounter too many issues during this, it was all a lot more of testing to see what would work and discovering new things like assigning a new tag to a game object and changing the base line shape of them.

22/03/2020

I started making a very basic character controller, I wanted this controller to include what most character controllers have, a way of jumping, making sure the character doesn’t jump infinitely and being able to decide the speed of the character.

I encountered no issues during this, I furthermore solved the issue about detecting the collision alone which made me very happy.

23/03/2020

I began working on a smooth camera transition, this project was a lot harder as I have never really worked with Lerps, so I had to learn what to do with the lerp and how to get it to work, furthermore working on getting the offset to work for the camera was a lot harder than I had predicted as I was not too experienced with doing such a task

I feel like the end output of the task was well delivered and did what I wanted it to do however I feel it could've been improved in a few different ways such as when the offset is too far it shouldn’t zoom out as much as it does and have more control over the angles of the camera.

18/04/2020

I imported a mechanic I had made for a prototype of a game which had the mechanic of traveling the map and having the map be randomly generated each time, I had more issues understanding how most of this would work rather than doing the code itself.

With the code it was very simple and I think it again could be used for a variety of things not just for creating random maps but for creating random assets inside the maps.

29/02/2020

I started working on the last part which was making a small project, I thought about using a first person sort of set up and make it so that it was a small shooter game of sorts, however I couldn’t find any free mechanics for shooting and instead I stuck with a car driving through a generated track again using a package, I wanted to add some background elements so I placed some water effect which again was from a package as well as some visuals for the game using particle effects.

I was originally going to put obstacles and the player took damage when driving through them but I couldn’t get the health bar to work so I instead removed that mechanic from the small project itself, overall I took a longer time understanding the packaged rather than actually building the small demo.