

Programming Learning Journal

Tutorials

20/10/2020 – Jump/grounded tutorial

Issue was that the player could only jump once after pressing space. This was a script issue as the **'isGrounded'** Boolean wasn't being set back to true.

Debugging this, I used **'OnCollisionEnter'** to set the Boolean back to true. The player could then jump once into the air after colliding with the ground.

27/10/2020 – Collect/pickup tutorial

Problem was an inspector issue. On the box that was being collected, **'is Trigger'** was not enabled in the inspector.

During searching for the issue, I remembered that I used the function **'OnTriggerEnter'** meaning that the trigger on the object had to be enabled. The box then could be collected by the player and would disappear upon collision.

03/11/2020 – Drag object tutorial

Problem was that one of the functions in the script was written incorrectly. It was written with an uppercase letter at the beginning of the word private instead of lowercase.

This produced an unplayable error in the debug log as the code in the script couldn't be referenced from because it was written incorrectly. Fixing this error allowed my code to work as supposed to.

Project

10/11/2020 – Menu Screen

Problem was UI scene was not being established in the script. Forgot to include **'using UnityEngine.SceneManagement;'** at the top of the script.

My script then worked with my UI and was able to navigate and use all features.

17/11/2020 – Audio mixer issue

Issue was that the audio mixers name was spelt different to the reference in the script. One with lowercase, one with uppercase. The Mixer's slider volume didn't work with the UI slider until referenced correctly in the script.

17/11/2020 – Graphics options issue

Issue was that the graphics drop down option was switching between the wrong graphics quality.

Fixed by removing the unnecessary graphics options in the project and having only low, medium, and high.

10/12/2020 – Player Preferences code issue

Issue was that the set player prefab key code names were written differently to the ones referenced to lower in the key changing functions.

Fixed by correcting the spelling by making the beginning of the word lowercase.