10/12/2020

Even though the next thing I am going to write about is not directly related to programmation, it is very related to the fact of studying in an University.

I have learnt that, as Mark has repeated a lot of times, it is very important to save your work and projects in, for example, Google Drive, because if you don't do it you might end up losing all your progress and having to start all over again. And I recently discovered that it is totally true.

14/12/2020

Today I have learn how to make a first person camera that feels realistic, using for example *xRotation = Mathf.Clamp(xRotation, -90f, 90f);* to stop the camera to keep moving after it reaches 90º, making it feel more like a human sight.

23/12/2020

I have always had struggles finding a way to detect if the player was colliding with the floor using a character controller instead of a rigid body. But today that suffering disappears. I've learnt that using an empty GameObject at the feet of the Player, and using *Physics.CheckSphere* i can detect if the player is touching the ground or not.

4/01/2021

It might be late, but I've finally learnt how to use the animator and how to call animations from a script. At the same time, I've learnt how to make a functional dialog using three different scripts. I've used it for the third tutorial and I'll probably use it on the project, and even in the 3D Level Design project. But I have to say that I find it very complicated to learn completely, so I will probably have to keep using my own tutorial for some time.

20/01/2021

Apparently, if you try to "manually" change the position of the player while it is using a character controller it doesn't work or, at least, I haven't found a way to make it work, so I found that you could disable the character controller, change manually the position and then enable the character controller again and it would work without breaking the game. I found it to be pretty important information to know about.