Learning Journal Entries

Shown below will be my learning Journal Entries for my project. They will show the problems I have faced during the creation of my project and how I overcame them.

03/11/2020

Problem	Solution
Images would not display in the main menu when I pressed play in unity. The images would show in the scene view, however when I pressed play nothing would show.	The order in layer is set to 0, so changing in order in layer to 1 solved this issue.

03/11/2020

Problem	Solution
My Player would fall through the tiled ground for my game throughout each scene as I pressed play in unity.	The IsTrigger for my ground for my level was automatically on, so turning it off fixed my problem so that now my character can walk on the ground I created.

05/11/2020

Problem	Solution
When I press play. My character runs through the level perfectly and the camera follows my player, but the background is Infront of the player so when I press play you cannot see the player visually running but you can tell it is running because the camera is following it	Place the background object behind the player in the hierarchy. When I pressed play, I could then visually see my player running through each level.

05/11/2020

Problem	Solution
When I press play. My character runs through the level perfectly and the camera follows my player, but the background is Infront of the player so when I press play you can't see the player visually running but you can tell it is running because the camera is following it	Place the background object behind the player in the hierarchy. When I pressed play, I could then visually see my player running through each level.

07/11/2020

Problem	Solution
When my player walks over an enemy trigger, no enemy is triggered in the game, so you cannot see any enemy pop up.	In the inspector of the enemy trigger, the IsTrigger was off, so I turned it on. When I pressured play and my character walked over the trigger an enemy appeared.

07/11/2020

Problem	Solution
When an enemy meets my player In the level, my players lives do not reduce.	The lives were not added to the inspector of my player, specifically in my player script, so all I had to do is added each life to my player, and as I pressed play and an enemy came into contact with my player, after 2 seconds a life is lost

08/11/2020

Problem	Solution
When my payer loses all his lives, my player does not die	I had to reference to the dying animation in the script and then create a game over scene when my player dies.

09/11/2020

Problem	Solution
When my player kills 3 enemies, no fireball is shown after	I had to reference the fireball object in the script when my player kills 3 enemies.

09/11/2020

Problem	Solution
When my player collects the fireball and starts to shoot it towards the enemy, the fireball does not kill the enemy	The solution was to tick IsTrigger on the fireball, and then untick IsTrigger on the fireball projectile