CW1 Learning Journal Entries

13/10/20

Object only rotating to -180 degrees then stopping. Was using the simple method of transform.rotation =. Overcame this bug by using Unity built in function "transform.rotate".

13/10/20

Object thinks it is always going to fall off the side. Fixed by adjusting variables of the floor dimensions

13/10/20

Object thinks the rotation is always facing off the floor. Problem with converting unity transform.rotation values to readable numbers. Fixed by converting to EulerAngles method

13/10/20

Encountered an annoying bug while making the object turn slowly instead of instantly. The object would get stuck in an infinite turning loop or sometimes just fall off. Decided to revert to instant turning as there is not any need to add so much detail to a simple tutorial

--Tutorial 1 done

20/10/20

Had a problem with object moving towards the sky instead of forward. Change transform.up to transform.forward. Also had a problem with object falling over itself so locked x rotation.

20/10/20

Had a problem with object stuttering when moving, converted the Update to FixedUpdate as I was using RB.

--Tutorial 2 done

--Tutorial 3 done, with no major issues

--Tutorial 4 done, with no major issues