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Learning Journal for programming

Date: 3/11/2020

The text was not appearing when I entered game mode, which meant I was not able to tell if the score was increasing as I was collecting the objects. This was fixed by adjusting the numerical value for the GUI Label so the numbers appeared on the screen.

Date 9/11/2020

I tried to create a pressure plate that would move an object to simulate a door opening. While this should have been relatively easy to make for some odd reason my triggers were not working. I had followed all the simple instructions that were provided in the youtube tutorials however I still could not manage to make the pressure plate work. I believed there might have been something wrong with my Unity so I tried closing and reopening the project but nothing changed. I decided to abandon this project in favour for a different one.

Date 10/11/2020

Unable to bake the platform using Navmesh, this was for an ai script I was working on. After looking through tutorials it turns out I did not tick “Navigation Static” which is located in the objects tab under the Navigation Menu.

17/11/2020

A minor issue with the colliders. The colliders were not working. I initially thought there was something wrong with my code but it turns out I simply did not tick “is Trigger” under the Box Collider settings in the object.