Rigidbody cam with error.

11:27

10/11/2020

Mispelled by forgeting d in spelling.

Vector3 came with error.

11:28

10/11/2020

Mispelled by having v lower case when should be upper case.

Player did not jump.

11:30

10/11/2020

Put lower j instead up upper J when typing (“Jump”).

Component obsolete.

11:27

17/11/2020

Will need to find a new tutorial instead.

Error saying that rotate is not defined.

11:51

17/11/2020

The lower case r in rotate should be a capital R instead.

Error saying setActive has no accessable extentsion method.

11:29

1/12/2020

The S needed to be a capital letter.

Errors saying SetCountText does not exist in the current context and adding SetCountText to void start did not fix.

11:43

1/12/2020

I gave the void name as SetItemText so I needed to rename the two SetCountText to SetItemText.

Public GameObject would not appear in the inspector.

18:30

08/12/2020

I did not put opening and ending squiggly brackets underneath the private void.

https://answers.unity.com/questions/699565/how-to-get-a-variable-value-from-another-scriptc.html