Programming - Learning Journal

## 13th October

When making my player controller, I decided to *properly* learn how ground checks work. I had done them before, but never properly understood the code, just used code others had written. Now I understand that it uses a raycast to check directly under the player, and to see if there is ground directly below them. It does however make me wonder if there is a better way, as this form of ground checking will only work if the centre of the player is touching ground (so if the player is on the ground but the centre is hanging off a ledge, they won’t be able to jump).

## 20th October

When making my 3D run away script, I decided to use raycasts more to help develop my understanding of them. I used the raycast to draw a ray between the player and the sheep, so that I could see if anything else was in the way, meaning eyesight was not possible. I also want to see if I can find a way to create cone shaped raycasts, however that’s a task for another day.

## 3rd November

When doing the drawing, I decided to look more in to it than I did when I made quickdraw (my Y1 IPP project), which is where I discovered the lineRenderer module. This means I can draw an actual line with less points, making the project less laggy. This will come in helpful should I choose to update quickdraw.

## 17th November

Most of what I’ve done for blackjack is pretty simple code wise, just took a decent amount of thinking to get it working. Not really learning new ‘features’, but I did find it super helpful to write out a form of pseudocode in my notebook as well as the sequence of events that happens in the game. This will *definitely* come in handy in the future.