**Learning Journal**

[JBudgieUK/CourseWork2021 (github.com)](https://github.com/JBudgieUK/CourseWork2021)

**13/10/2020**

I first started by creating a Github journal Entry, for me to track down all problems I encountered and resolved. My first problem i got hit with was being unable to make headings and subheadings in github, my tutored showed me what was wrong and all i had to do was change the journal to .md which has now made me edit the titles and subtitles.

Internet cut out for 15 mins during lesson, wasn't too bad as i was following tutorial on macbook and writing up but disconnected for call on discord.

**Tutorial 1**

**14/10/2020**

When finishing up my tutorial i had to go back into my unity file to retrace my steps however, unity wasnt opening up as it seemed that the version was lost, so it took me 10 to 15 mins or so to re download the version and place it in the right file.

**Tutorial 2**

**20/10/2020**

Today I will be searching and starting my second tutorial. First i will need to find a unity tutorial on how to create or make something that will benefit me, so i can then make a tutorial on it.

**Tutorial 3**

**27/10/2020**

I will be starting my third tutorial which follows on from the second First person camera tutorial in which i will make a gun fire from the camera like a First person shooter.

**Tutorial 4**

**03/11/2020**

Today i will start my last tutorial, in which i again will be following up from my third tutorial to round off my first person shooter. Today i will be coding to aim in the site and out of the site when right clicking with the gun. I had trouble during this tutorial with the 2 perspectives of the gun. When I right clicked to aim down the site the gun would be in a different location to the camera. so this took a lot of time out of building the project. But I did seem to figure it out and alone back it up with the camera.

**Project**

**10/11/2020**

For the lesson today we were given our next assignment which was to design a tutorial again, demonstrating a combined component behaviours. This means all the coding we do will link together to make a game come together such as a piece of code to walk, which will have another code that makes it enable it to jump and so on. These codes should be able to be used and reused in multiple games. I designed a menu, with a settings page, Credits, quit and play. The play will load up a new scene with a basic level

**17/11/2020**

This week again continuing with the project and making the scripts. I'm not using any tutorials, just knowledge I've learnt from these tutorials and projects I've done before.

**24/11/2020**

I have finished my main menu so now adding the game scene with a basic movement script to a cube, using WASD.

**1/12/2020**

Finishing of my final task which is to animate a credits scene.