Learning journal

Throughout these 4 tutorials I have learnt many skills in coding, this is because of the issues that I encounters. Issue may slow down my development of each project, but they help me gain a better understanding of the code as once I can overcome that section I will know from now on how I can never make that mistake again.

# Tutorial 1

Here the issues that occurred when I made my first tutorial:

13/10/2020 – 11:26

My Unity shut down randomly and wouldn’t turn on again, so I uninstalled the software and attempted to re install it, but it said I had no space. I started deleting things that I didn’t need on my computer and then tried again, it still didn’t work. The solution was to reset the computer after deleting the things I didn’t need the reset the unity software completely allowing it to realise to storage that has been added.

13/10/2020 – 1:40

When I was do my second section of coding for moving the cube forward and backward there was an error making it move diagonally. The solution was to go back in the coding and have a deep look for errors I found that the word vertical didn’t have a capital letter that is extremely important when it comes to coding. As it could ruin the whole code.

Summary

This was a simple code I went out to preform however I have no experience in coding at all so this was more of a challenge to then it should have been. The first issue was something that took a while to sort out because of the space in my computer itself, It took so long because I had to look in my documents to separate what I did and didn’t need.

The second issue was because I didn’t know the key fundamentals of coding in unity. For example, using capital letters in different parts of code is mandatory for it to work. Or the names you are quoting have to written exactly the same or Unity will not notice it so they won’t communicate with each other.

# Tutorial 2

Here are the issues that occurred on my second tutorial:

20/10/2020 – 11:13am

Script had an error so I when I went into Visual Studios all of the code was underlined in red. A first I thought it was because when I created a script and I put spaces in-between the script name which is something that will cause an error. So, I edited that to have no spaces and replaced it by putting a capital letter after every new word, for example (TheNewWord).

However there still was an error, looking into it a second time I could see it didn’t like the way I wrote third person writing it with a “3rd” instead of the actual spelling and in the script, it was spelt using the spelling. After I changed it to how the script was spelt and saved it the error was gone.

23/10/2020 – 4:30pm

My camera for my game was not moving around an was directing me to an error in my code saying that I haven set up a Y axis yet. The issue was that it was set up but in one section there was no capital letter for “Mouse”. Meaning it wouldn’t recognise the code.

Because I spelt mouse with a capital Unity will only notice the word if the code also looks the same now that I understand this, I will be keeping this in mind for future tutorials. Hopefully this doesn’t become a continues issue in my next tutorials and I can notice the error straight away and solve it without it taking a long time.

# Tutorial 3

Here are the issues that occurred in my third tutorial:

28th October 2020

Error began to show when creating the attacking code. Error was appearing when I was quoting names of objects in my game. The issue was that I didn’t give the objects a tag name and that’s what I was making the code look for in the script. Once I created the tags for each object it started working again.

29th October 2020

After the whole script was completed, I went back to unity and was getting an error when trying to play a game. The issue was because I did not create a Navigation Map of the game. This would allow the enemy to understand how far it can travel and where the ends of the maps are.

2nd November 2020

My enemy would stay in one place and not move around I had no idea why. There were no errors in the code at all. I asked my tutor and looked on forums to find out when I was creating the nav mesh surface I didn’t tick the statics box on my enemy tool bar, so it didn’t know about the environment.

Summary

As you can see, I am no longer getting any previous issues from previous tutorials which is showing me that I am beginning to learn many things about coding. Adding tags to object is something new I have learnt as I have never come across this error before.

I have now learnt about nav mesh and understand it is mandatory for when you are creating AI in a game, if the AI doesn’t know where it can move around the game cannot work. That is why the navigation map is important in this prosses.

The last error took me many days to find. I didn’t know that the statistic box was the reason it wasn’t moving but now I do this will never be an error that I will come across again. I have an idea of the next tutorial I am going to create so what I will be doing is check that the tick is switched on whenever I get a similar error.

# Tutorial 4

This is my fourth and final tutorial

3rd November 1:35

The gun wasn’t shooting. I began to look through my code to see if I missed a step in my code and everything was working perfectly fine. The main issue was that I didn’t add a projectile to the gun, which was the reason it wasn’t firing, if you don’t have a bullet the gun cannot fire.

3rd November 4:50

The Code I made wasn’t making the player move around and I couldn’t find the solution. So, what I did instead was use my moving script I made in a previous tutorial and imported it into the game. Once I done that it was moving around perfectly fine, so I had two scripts working together.

Summary

I have learnt from previous tutorials and remembered issues in the past and how to solve them, which could be the reason why I didn’t come into that many issues like before. It shows a big improvement and shows that I have learnt a lot over the last 4 tutorials.

Conclusion

In conclusion this has taught me that there will be a lot of errors when coding but once you overcome them it becomes so much easier after, it all so makes you a lot more confident at coding and much more independent as well. It also taught. Me about time management and learning to start coding earlier than usual because some of these errors you get can take up majority of your day.

# Final Project

17th November

Volume wasn’t working properly, and this is because the mixer wasn’t attached to the slider so it was playing the music, but the slider would not control how loud it would be. Once I attached the mixer it worked the way it should of.

17th November

Code for menu wasn’t working and This was because didn’t add Unity’s menu management engine to the script. Without this in the code the script will not know what it is trying to control meaning I was getting error and the game wouldn’t even play. However, after I added in the management it worked perfect and I was able to switch through scenes and menus.

Conclusion

The project started on the 10th of November. I started my work straight away and throughout this process I didn’t have any issues until the 17th which was next week. This shows that all 4 tutorials have taught me many things and I believed because of this it made it easier to finish my final project.