**Game Programming Learning Journal**

*13/10/20*

Struggled to find some videos and help that I could understand that used a random patrolling feature so I decided to go for a simpler loop patrol that an enemy would follow.

*20/10/20*

Unity stopped letting me rename anything or changing values. I deleted game objects and made them again but it still wouldn’t work. I closed Unity and loaded it back up and it fixed itself.

*10/11/20*

When using ‘Alt’ to move around the scene, it would move too quick for me to properly look at anything. I played the scene a few times and after a couple minutes it sorted itself out.

Kept getting an error about a rigid body code and it was 2D instead of 3D which my scene was in 3D.

*17/11/20*

I found that if you double click an object in the hierarchy you can zoom in extra close to the object while it also slows the camera down afterwards.

*24/11/20*

I didn’t realise I hadn’t got layers for two colliding objects so I had to go into the project settings and add them so that they could interact and collide.

Capsule kept going through another capsule. I had to add a Rigidbody to one of them so that a trigger could occur.

*1/11/20*

After chasing the player, the AI wouldn’t go back to patrolling. I tried many different things to fix it but I think I should’ve set up the patrolling better and more sophisticated. I haven’t managed to make it so the enemy can go back. So the chasing would be for players who want the AI to chase until they are destroyed etc.