Harry Miller

Learning Journal

16th Feb – 2D Player Controller

My first task was programming a 2D player controller. This was done using a rigidbody and changing the velocity. I decided to make the character accelerate rather than have constant speed, which meant I was increasing the speed rather than setting it. This also meant putting a cap on otherwise the character would just disappear. I also used a raycast for a groundcheck, which I'm slowly getting more comfortable with.

23rd Feb – Scene Transitions

My second package was one I've always wanted to make – a package that allows scene transitions. I did this using a UI panel and a canvas group, as the canvas group allows you to set the alpha between 0 and 1. I also made the variable a time to fade rather than speed, which meant a little bit of maths to convert that to a speed.

9th Mar – Camera Follow

My third package was making the camera follow a transform using Vector3.Lerp. This makes the follow really smooth. I really like this one, and I see myself using it a lot.

19th Mar – Pain

Today I learned why backups are important. My hard drive died today, losing all of the work I've done up until now. The good news is this is a google doc so I haven't lost this. The bad news is I have lost the stuff that this is talking about. Luckily remaking shouldn't take as long as I know how they were made now.

23rd Mar – Remaking player controller

It's been a while, but I still mostly remember how it was done.

20th April – Remaking scene transitions

Again, remembered how it was done so it took less time.

27th April – Remaking camera follow & making pause menu

Remaking was easy, but making the pause menu was a little bit more challenging. I used a canvas panel with buttons to make the pause menu. I used a canvas group (again) to fade in and out. I also didn't realise that timescale didn't reset with the scene, which confused me when the game stayed paused after restarting.

4th May – Game making

Started using the packages to make a game. Nothing fancy, just a get to the end platformer type deal.

11th May – Main menu

Coded a main menu for the game to show off scene transitions as well as making a place for the pause menu to return to.