

Journal

16th February 2021

12:00pm

My goal was to have a component that when added to a sphere you would be able to move it around and make it jump. However, I could see that in the script the movement section of the code was fine, but the issue was in the jumping section of the code.

Looking into it more the issue was where I was placing the lines in the script, you need to remember that Void Start is for when you want something to only appear once and Void Update is for when you want the code to continuously repeat.

The solution was to cut the code that was made for the jump mechanic and place it in the brackets ({}) of the Void Update, when I saved the script there were no longer any errors on the script.

12:50 pm

Once sorting out the script I played the scene and it still wasn't working. I couldn't move the player around at all. I need to remember that this code's movement is all based on the collider that it applied to the character because it is using that to determine how it moves. By adding the collider I wanted which was a sphere collider and then connecting it to the script it should allow me to move and jump around freely. I pressed the play button and it is now moving and jumping around with no issues.

23rd February 2021

11:30am

I was working on making a coin collectable that would also have a UI that would give a score. I was putting the code in the update void section of my code as I thought because of the score ui it would need to be a repeated section of code as you want the coin score to increase. However, for this I would want it to be a private void as you don't need to see the components of the coin being destroyed and what is going to trigger destruction of the coin.

It also makes a slot if it is public which means it would force you to add something to the box, I don't have anything to add to the box so making it public would be pointless.

2nd March 2021

1:00 – 3:00pm

My health bar component is meant to go down every time I press the spacebar however it was not following that step when I pressed the spacebar. I did more research into this problem and discovered the solution.

At the top of scripts in Visual Studios there are always codes that tell you what systems in Unity are activated and you are using in your piece of code, What I was using was Unity Engine and System collection and the system itself.

Those are the codes that are always on any script, what I needed to add was Unity UI engine as this health bar would be a piece of UI if it was an actual game

Another issue is that the slider mechanic and the button mechanic have to be separate from each other. By this I mean different scripts have to be 2 different scripts as one is what the user is interacting with the other unity is interacting with. I need to make sure in the player script it is clear the button I want the player to use Is the space and the action happens when they press it. Meaning I need to make sure getkeydown has space in the ("").

9th March 2021

4:03pm

My objective is you use visual studios to create the scripts of Unity. However Unity could not locate the software. The solution was to look in preferences and click on external tools and turn on unity for coding. Visual studios isn't really a software made by unity but it is linked as outer software so it will need to be turned on manually sometimes.

21st March 2021

1:00pm

Tried to make game manager code without a script for it to refer to. when coding the code needs an asset to refer to and also a public Gameobject or void with a name The code will then notice this and always refer to it throughout the script making it work in the game.

28th April 2021

for the win screen I had to create more components for it to work with. A sound component was one. I added the sound however I forgot to add an audio source. An audio source is needed to for the sound to be used, it adds a slot to you to place your music, you would also need a mixer but as I was creating the components for people to use for their games that would be something they would need to add so I will not need to put that in my example scene.

I needed to find a way for the sound to start as soon as the player wins the scene. What I would need to do Is create a script when the player collects the last coin the scene would appear and start the music. I also need to add to the script to allow the user to press a button which would close the windscreen. so I had to make another if statement that would tell my game that if(Keycode.space) set active true; which will turn off the win screen when the backspace is pressed.