LEONARDO FUNARI

Learning Journal

13 / 11 /20	I don't know why the player doesn' move through the agent	I forgot to reference the agent, yeah!
18 / 11 / 20	There is a wall that acts strangely, when I hit play it moves out of position in the middle of a corridor and then it can be run through by the player.	I accidentally put a nav mesh agent on the wall, I would have never figured that out were I not to have put two walls' inspectors side to side. I need to be more attentive of what I do while coding and to be more perceptive when looking for differences.
5 / 12 / 20	Can't change materials of an object through coding	The damn referencing, I tried Hours to get a reference to the material directly from the game object, instead of properly getting a reference of the Mesh Renderer first. This type of referencing is still very unintuitive to me, and I can't understand properly what is to be referenced like that and what not. I think I just need to code more and to develop more intuition about it
20 / 12 / 20	I don't understand what type a text is for creating a variable	Oh I get it, I didn't put the using.Unityengine.UI on top, so the type Text(obvious one) was not supported, I have to remind myself to be more attent about packages.