

Learning Journal Entries

Shown below will be my learning Journal Entries for my project. They will show the problems I have faced during the creation of my project and how I overcame them.

14/02/2021

<u>Problem</u>	<u>Solution</u>
When I press play to test out my start button, an error is occurred. The error is that I have not typed in the name I want my button to go to.	I had to go to my start button, and in the script, section where is saying scene, and you can type in the scene you want of your choice.

14/02/2021

<u>Problem</u>	<u>Solution</u>
When I press the how to play on my main menu, and go to the scene I want, and I press the button that I want it to go to a previous scene, and error occurs. The error is that I have not typed in my scene I want my button to go to.	I had to go to my button, and in the script, section where is saying scene, and you can type in the scene you want of your choice.

16/02/2021

<u>Problem</u>	<u>Solution</u>
When I press play, the camera does not follow the player object. In the error section it says that target is not defined	The solution is to check my camera object and investigate the inspector. Then drag my player object into the target section so my camera knows what object to follow.

16/02/2021

<u>Problem</u>	<u>Solution</u>
When I press play, my camera object does not go forward. In the error section it says that the speed is not defined	The solution is to check my camera object and investigate the inspector. Then choose an appropriate speed for my camera.

18/02/2021

<u>Problem</u>	<u>Solution</u>
When I press play, the time automatically starts from 0, then counts down. I wanted my time to start from 10 seconds	The solution is to check my timer object, and then change the number of seconds left to 10, so it counts from 10 seconds.

18/02/2021

<u>Problem</u>	<u>Solution</u>
When my timer gets to 0, my "Game Over" text does not show.	The solution is to check my timer object and drag my "Game Over" text in the unity event section, then select GameObject, then set active. Then tick the box to activate it.

22/02/2021

<u>Problem</u>	<u>Solution</u>
When I press play, and I use the arrow keys to move my player object, it does not move	The solution is to check if my player object has a rigidbody attached to it, as I referenced it in the script, so when it meets walls, it cannot go straight through it

22/02/2021

<u>Problem</u>	<u>Solution</u>
When I press play, my player object does not move.	The solution is to check my player object and see if I have added a speed variable to it.