

## Programming Learning Journal

### Unity Packages

#### Player movement and double jumping package (16/02/2021)

Had an issue where the player would only jump sometimes when re-colliding with the ground when I imported a cube into the scene. I checked the tag on the floor and it had been unchecked from its tag "floor". Maybe I applied the tag in play mode or changed the tag on the wrong object when testing obstacles in the scene. I solved this by returning the floor's tag to the correct one.

#### 3<sup>rd</sup> person camera package (23/02/2021)

I encountered an issue where I didn't identify the camera's target in the inspector before hitting play which resulted in the code not working as intended, and me not knowing how to exit out of play mode as I had the cursor hidden upon pressing play in the script. I went to google to find answers and found out that you can use the keys Ctrl + Shift to show the cursor in play mode, which allowed me to exit out of play mode.

#### Pick up and drop object Package (01/03/2021)

Had an issue where if you kept repeatedly picking up the box (spamming pick-up) it would clip with the player and drop through the ground below it. Because it clipped with the player, I moved the destination place of the box when it is picked up slightly further away from the players' mesh which stopped this issue.

#### Player Teleporting Package (02/03/2021)

When the player teleported to their destination, it spawned them inside the mesh of the second teleporter which isn't correct as they should be spawning just in front of it. To fix this I created an empty object, made it a child of the second teleporter, moved it slightly forwards in front of the teleporter, and assigned it as the new destination. This resulted in the player spawning in front of the second teleporter instead of inside it.

#### Combining Packages - Small Game Project (05/03/2021)

The player could pick up the cube but the cube wouldn't move forwards with the player's movement. I tested this in the main package by adding the player movement script to the player placeholder and it worked fine. I went back to the scene to check if one of the objects were missing a script or component and the problem was that I forgot to rename the empty game object that the box would be transforming to as "Destination" and also apply a Rigidbody

to the box that was being picked up. After correcting this, the box could be picked up by the player and carried around in the scene.

When the player spawned through the second teleporter it would hide the teleporters mesh and player's mesh. I assumed this was because of the script on the camera that hid meshes when the camera collides with it. To fix this I just moved the destination spawn of the second teleporter forwards so the camera didn't collide.

Had a problem where when the box was picked up and dropped again it would shake the player/camera and make the player slide in the opposite direction. I assumed this was to do with the box collider clashing with the capsule collider on the player when being dropped. I moved the destination of the box when picked up further away from the player and this stopped the player/camera from shaking when the box had been dropped onto the ground.