Syed Labib

Programming Learning Journal

Date: 23/3/21

While I was creating the code for a disappearing platform I encountered a minor error. The script that I was using did not correctly reference the name of the script itself. I realised I was using DelayDeactivate not DelayDisappear.

Date: 30/3/21

I was looking at tutorials on how to restart the level, but for some reason the scene would not restart. I took a look at other tutorials and it got more complicated than what I initially was going for in this package. So I decided to look for tutorials on destroying the object on click.

I came across an issue with the code not recognising “hit”. After some investigation I realised I did not make a “RaycastHit hit;” statement at the start. The code recognised it after adding this in.

Date: 6/4/21

I was building a code that would make a cube randomly change shape after hitting a specific key like “t”. The code wasn’t working so after a quick investigation I realised I wrote a void update within a void update. After correcting this the code seems to be working again and the shape changes whenever I hit the “t” key.