**Learning Journal**

**16/2/21**

Started my first package, which is basic 2d player movement. Had some issues with the jump as, when the player was falling, they would be very choppy in movement. Took a while to figure out but it was a simple fix, I had y on the x movement vector set to 0, instead of h (the y movement variable). Once changed, the issue was gone.

**23/2/21**

Set up a pause menu system, which also expands into scene management (leaving the level, main menu, etc). No issues. Note to self: when making package, ensure the notes remind user to have an event system in place or the buttons won’t register a click. Considering splitting the package into two.

**2/3/21**

Started the third package, an FPS lock. I assumed it would take about thirty minutes of research and thirty minutes to code, but I kept having issues with testing because I didn’t have a debug log by mistake. As a result it took about 2 and a half instead.

**9/3/21**

Started my last package, a timer system which has commented out code to send player to a game over scene at the end of the timer. It works independently, but I might need to edit it to work seamlessly with the FPS lock for the game project. Minor issue regarding the print function, but it was because I made a typo and didn’t realise.

**16/3/21**

I realised the last 2 packages I made would together concurrently, so I put them together in one package and started a new fourth package involving falling platforms. I was unsure how to do it until I found a tutorial for converting rigidbody2d Kinematic to dynamic, that would allow me to let the platforms fall and then destroy them after 2 seconds.

**23/3/21**

I have started my game project albeit a week late. Making the 4 packages and collating them together so I can input them into the new project. Had a minor issue packaging the many prefabs, and importing the packages, because I was trying to keep the scenes out of the package and kept accidentally removing needed assets without realising.

**20/4/21**

I was sick during the holidays and am currently behind. The 2d player movement package and falling bricks package have linked well, needed to set falling brick gameObjectto ‘ground’ tag so it wouldn’t allow player to double jump.

Needed to adjust the player vertical jump speed so the player wouldn’t fly off the screen and adjust the frame rate in which the falling brick gameObject would change to dynamic so the player has enough time to use it and jump off. Seems to be working well.

I Input the components for the pause menu package, having an error where the panel is automatically on. Going to stop for today and double check the code and components next time.

**21/4/21**

It turned out I had set the pauseMenuUI game object to the text gameObject, so the code was functioning just on the wrong component. Issue is fixed now. No issues inputting the Timer and FPS lock scripts. All four packages function well together.

**27/4/21**

Made the entire level layout today and edited my old pause menu package so it rescaled with screen size and was readable.

**4/5/21**

In the process of making the documentation for the pauseMenu package, I realised the SceneManagement was redundant and only really necessary for the Example Scene. As a result, I did not add it into the guide. I later realised the Timer was also redundant in the FPS Lock guide and removed that.

**12/5/21**

Finished the documentation.

**27/5/21**

Got very sick, again, fell behind. Doing catch up and went back, set up the other scenes connected to my main game project. Slightly edited the player movement script so I could set up a win state and added a SceneManagement function in the timer script so I could set up a lose state. Most of today was cleaning house, and bug checking. No issues so far, will submit soon.