*Learning Journal – 2021 – Programming*

Struggling with particles appearing when an object destroyed. Had to let the child of the parent object run for a couple seconds before the parent object destroys everything beneath it.

Object (door) keeps going upwards when button is pressed to open door. Made an if statement so when it got to a certain y coordinate, the button would no longer do anything.

Same Object (door) keeps going downwards after the button pressed closes it from the open position. Made an if statement so when it got back to the original y position, the close button would no longer do anything.

The canvas isn’t working, not showing the UI. Had to type the code of UnityEngine.UI so that UI elements could be recognised.

Trigger not working when player collides with object. The collision detector needed to be continuous and then it worked.

Particles were constantly spawning in the project so I decided to make a different object that the player would collide with so the coins wouldn’t be the problem. Not the best solution but short term is okay.

Pressing button was making the door go lower than I wanted it to go, that’s because the integer was set to 1.9f so it would go that low instead of stopping. I decided it would be easier to make a new script as modifying would change the old door.

I found that I was easier to have a trigger collision to set the upper parts of level 5 to true and set the lower parts to false, it’s simpler and is less coding and hassle.

The trigger to spawn the upper objects weren’t spawning even though the trigger was being logged. I realised that it was in void Update to be set to false so no matter what triggered it, it would always be false. I change it to start and realised to check that before anything else.