# Learning journal

# 08/02/21

Problem – Coming up with ideas of what to make for the unity packages.

Solution – Looking at small indie games and recreating sections of them.

# 13/08/21

Problem - Was not sure the difference in a normal Int and a static int.

Solution – googled and asked classmates.

Problem – Collision script not detecting collisions.

Solution – Tick ‘On trigger’ on one of the objects.

# 20/03/21

Problem - Forgetting to put an AI Agent on AI.

Solution – putting it on it.

Problem – Forgetting to bake scene.

Solution – Bake scene.

# 13/04/21

Problem – Getting something to instantiate on mouse location.

Solution – Rays.

Problem – objects instantiating inside the floor.

Solution – Create a Is trigger box collider in the sky that the mouse will click on to instantiate the object + add rigid body for gravity.

# 01/05/21

Problem – Thinking of how to link the scripts together for the unity project.

Solution – adapting each script to work together.