Learning Journal

12/02/21

Creating a Third-Person Movement script for any Game Object – forgot to assign a variable before hitting play.  Assigned game object to the controller variable.

12/02/21

Player does not face the direction he is travelling, and the camera is completely independent to the player.  using Atan2, we can set the angle and convert it to Degrees. We know can see the player face wherever they are walking.

12/02/21

Player faces where they walk BUT is snapping to each angle – to get it to look smooth when snapping to turn  create a couple more floats (Smooth time and smooth velocity) and use Euler to set angles.

13/02/21

Player does not travel in the direction the player is facing, to fix this, I will need to put a reference to the camera in the script  with creating a new Vector3 move direction.

13/02/21

Obstacles block the camera from seeing player and the camera can go through those objects  using cinemachine collider we can move the camera out of the way when it collides with an environment object.

13/02/21

Starting the players ability to shoot enemies.

14/2/21

Bullets not spawning by the player – it does not look like the character is shooting the bullets  create an empty game object and add to the script to instantiate the bullets from the empty objects positions and rotation.

14/2/21

Whenever the spacebar was pressed the player would shoot but always snap to a specific position  inside the script there was another “Space” Key input, had to delete it.

15/2/21

Enemy has not been made – so bullet has nothing to hit  need to create enemy before finishing shooting script.

15/2/21

When changing the bullet size, the bullet does not travel forward anymore  changing a line in the script helped this + fiddling around with the size of the bullet.

17/2/21

Beginning the Sentry Gun scripting, console error “; expected”  inside script I had to put “.” In between two words.

18/2/21

Sentry locks onto enemy but stays locked on, need to get the Turret to stop the lock on when the enemy is out of range/dead  needed to add an “else” to the if statement to return it to “null”.

18/2/21

Turret would not rotate when the enemies are  had to create an empty game object, make it a parent of the object, and rotate that.

18/2/21

Turrets lock on feature is working however the angle is offset by 90 degrees  had to change the angle of rotation on the empty game object instead of the individual shapes.

20/2/21

Bullets coming out of the turret do not move towards the enemy  created a script within the sentry gun bullet prefab to use a Vector 3 to make the bullet travel towards the enemy.

20/2/21

Bullets would get stuck to the enemy and not destroy them  increase box collider slightly and create a new parameter that will do an action on collision.

21/2/21

When attempting to code the Enemy AI, first I had to put a NavMeshAgent in the inspector, then referenced it in my script, however an error comes up saying it can only be called on an active agent  had to bake manually and turn off auto-baking (open navigation window)

21/2/21

The ‘player’ public gameobject slot on one of the scripts would not accept my player gameobject, only would accept prefabs  had to create an empty gameobject called game manager and add the script there in the scene – accepted the gameobject.

21/2/21

When coding in Gizmos to see where the enemy’s range is, the wire was not visible  spelt colour the British way and not “color”

24/2/21

Bullets would not instantiate  had to add a rigidbody to the prefab as the script was trying to access it.

24/2/21

The bullets do not fly – they drop to the ground  created an empty game object called shoot point and coded the bullet to come out of that position.

24/2/21

The bullets do not disappear when they hit the player  create a parameter that allows the bullets to collide and destroy themselves.

24/2/21

The bullets hit the player but bounce off it  tick ‘is trigger’ on some of the collider and code in a death parameter.

25/2/21

Player character bullet was not shooting forward  had ‘destroy object’ straight away instead of when it hits an enemy.

3/3/21

Started Leader board - error occurred stating it could not find an object in the hierarchy  had to put the object in (“”) in all caps.

4/3/21

Error – Object reference not set to instance of object  give it something to instantiate.

5/3/21

Completed package tasks.