

Programming learning journal

5/10/21

I've started watching tutorials in order to practice making a main menu, overall I was able to make a basic main menu, I added an options button too but it doesn't function at the moment I plan to watch tutorials on how to implement it also I added a quit button which works too.

12/10/21

I started on the options menu from tutorials, I was having a bit of trouble working out how to get the resolution to change based on what is available but I eventually worked it out by going through the tutorial again.

13/10/21

I came across a Unity bug today which has set me back on my racecourse, I found out that if you make a terrain layout and then duplicate the scene you are still using the same terrain therefore if you erase it in one you will erase it in both of them. I will use this as a chance to make my first track better than before.

I also was having a problem with my Thwomp animations as they would all warp to the same spot which was the location of the original, I found out that to prevent this when dealing with animations have my animator in a parent above the objects and the animations on the child object as then the position animating is the child relative to the parent and not the parent relative to the whole scene.

25/10/11

I was about to submit my build but before I did I found a bug where the game and menu would not move or respond to anything, after asking for help someone told me to have a script that will automatically set the time to 1f so that this bug doesn't happen.

3/11/21

Today I animated several doors in Unity using an animator along with scripts to change the animations activated by both triggers and key inputs. I think although this is simple I could use it to make most prefabs for my 3D platformer. The only bug I found in this was that for some reason any empty gameobject with only a trigger won't work and I have to add a regular collider that is just size 0, 0, 0. I don't know why this happens but as the fix isn't that hard I don't think this is a big deal

5/11/21

Today I stitch a shooting mechanic from an older lecture and repurposed it into a mechanic for my player, originally the shooting would come from the players hand but I found that the animations of the player ended up sending the projectiles in the wrong direction. Instead, I settled for having an invisible cannon launch the projectiles which is right next to the players hand but is connected to the camera so you can aim. The only problem is that the player can face the wrong direction and the projectile will still go forward but I don't mind that since if the player moved every time you aimed it might mess up platforming sections.

6/11/21

I repurposed my door code to create a falling platform that will shake and drop when stepped on by the player and will respawn when the player steps on the bridge before the platform. I also experimented with having it activate from a projectile hitting it. This is

what I want to do with other platforms so now I can just reuse this code to make a lot of other variants of platforms.

7/11/21

So, I reused the code from my falling platform script to make a lot of other variants of platforms including one that drops, one that grows and one that rotates. Hopefully these will add more variety to platforming challenges.

8/11/21

Today I made a respawn system while in testing, I made it by having a trigger that teleports the player to a chosen gameobject when they enter which I stuck under the testing plane. I encountered a bug that made the player not teleport, this was because the player movement script was interfering for some reason so before teleporting the movement script is disabled and then reenabled after the teleporting is done.

24/11/21

I started making my menu for my platformer, I wanted to use a camera rather than a panel to make the background and I think it came out pretty good. My menu is animated too but they did not need to be programs since the animations just go from enter screen to idle and stay on idle. I did notice though that because the canvas is really big compared to the stuff on camera one of my animations where a coin and the word treasure come on screen at the same time looks odd. The words appear fine but the coin rushes in at the last second, I'm pretty sure this is because I moved them to animate at the same time so while the text only has to go a small distance the coin has to go really far.

27/11/21

I began my pause menu today although it does not properly work, the menu animates and time freezes and everything like that but the actual buttons cannot be clicked with the mouse. I am looking online and cannot find any solutions after trying lots of things, I think when I go in I will ask about it and see if I can get help on it. The odd thing is my menu does work if I access a level from the main menu which is weird, I don't know why it is acting like this.

30/11/21

I fixed my pause menu with some help, only one line of code was needed to fix it. It turns out the player controller package I imported and used for the base of my character is really screwy and is coded in a way that makes other things more difficult, I think next time I will just make my own movement script but at least the problem is solved.

08/12/21

I began my teleporter package which I have planned out and it should hopefully be a simple case of combining things I have already made like a menu and a respawn system. So far I have the model and a menu that cannot be activated at all yet. I am hoping to link two teleporters together so a player can go back and forth.

10/12/21

I finished my teleporter, after taking a step back the confusion I had went as I tried to do each part of this package separately and then build it up from there rather than doing everything at once. I was going to have my teleporters run on the same script and have public Gameobjects determine different things for each but for some reason that did not work so I am instead having to have 2 scripts so my second teleporter doesn't activate the first and then freeze up the menu. The package is ready I was wondering why it would not let me import the model to a new scene but then I noticed that they were already in the scene but that did mess up my package so I had to redo it which did not take long.

