

Journal:

-Player Movement // October 5th-

For this tutorial I struggled a lot trying to complete everything as there was a lot of code and I had missed many little brackets and semi colons, I also struggled a lot on the actual creation of the sliding because of the Mathf and Vector code. But I investigated more of the Mathf and Vector code after to try and familiarize myself with the code and what it does.

When I finished the code, it would not work and I could not figure out why, until I soon realized I missed one line of code that stopped me from running the game.

-Camera Movement // October 12th-

For the camera movement I did not have any problems since it was such a small piece of code that attaches the camera to the player's head

-Grappling Gun // October 19th-

Now the grappling gun did not work for me at all and I deleted the code and rewrote it repeatedly and it still did not work, I even went as far as making a new project and still did not work, at this point I was searching the internet for answers and I eventually found out that I needed to add a line renderer on my gun in the inspector.

-Gun Rotation // October 26th-

Again, like the camera movement I did not have many problems but I did have one problem with the gun rotation but I quickly fixed it because I misspelled Quaternion.