

Liam Deering Programming journal,

28/09/21

Paul introduced us to the course and laid out the lesson structure and the final submissions by the end of the semester. For the first of the tutorials, I want to work on I want to keep it simple so I'm choosing a third person character controller.

5/10/21

Today I worked on adjusting the camera settings to the third person character controller as there was some clipping and sensitivity issues with cinemachine.

12/10/21

Looked into and tried adding a speed boost to the existing character controller from the previous weeks the method I'm testing is to add velocity on get key down

19/10/21

Today I implemented the speed boost the way it is set up you have to be holding forward and then hold the key set for the speed boost, the boost can be changed with a public variable.

2/11/21

Today I worked on implementing ui and main menu along with scene management. I used public static variable to save down on the need scripts for loading scenes.

9/11/21

Today I looked into making a cel shader the way I think that would be best to do this is through shader graph but this method needs a custom hlsl so I looked into and implemented one

16/11/21

Today I worked on the shader graph aspect of the shader and added the relative nodes needed for the cel effect, now this only works for diffuse colours (as that what they look best for) but there is a way to change for a texture as well

23/11/21

Today I worked on the write up for the tutorial today I covered the character controller and the speed boost as well as the main menu

30/11/21

Today I worked on the tutorials covering the cel shader