Learning Journal

Race game

When creating my Racing game I have learnt to create AI trackers so it keeps track of the cars going around the course and how they will move or what speed goes to which car. This also gave me experience in creating my own models such as a coin which then I turn into an item system that speed boosts the player and enemies. I then started to learn how to create a working menu system that allows players to select levels and enter the game and also develop a quit button in case they wanna leave the game.

This also taught me how to use terrain such as painting holes in the map or making a hill using this as a background style. For example, I never knew I could use terrain to create a level and then put in objects such as traps,coins, or traps to benefit my level for each stage. This then gave me an idea on how to use box colliders as places to stop the player from skipping the level completely and make AI and player follow the path and want them to take around the course level by playing invisible box colliders.

Hazard Escape

In my project I learn how to create my own 3D model character with its own input and movement system that requires no "AddForce" which damages the code "Wall Run". I then looked at a tutorial on making health bars that my friend Anthony recommended to me, a unique tutorial that allows me to do damage to my player while being able to tag different objects to do damage to the player.

The next stage was creating a score system that also had a time limit to make the game more challenging for the player which makes the game more difficult for people to play. I also learned that on photoshop you are able to put in the pc your own font that you can use for Unity such as making different fonts by putting them in your window pc. While making my game I also learn how to make a light by using Maya 2020 then creating a direction light on Unity to give the lights more of a feel of colour to make the level better. When making my character I learnt that using animation I had trouble in giving an Animation toward my own

character so I noticed I could change the player model of the animation to any style I wanted such as using the model rigidbody.