Learning Journal- Programming

Entry 1 01/10/2021

Issue: The first error I got when I started with my first tutorial which was a simple countdown timer, was "The script don't inherit a native class that can manage a script.", which meant that the name I've put into the class of the script isn't matching the name of the Mono Script.

Fix: I renamed "NewBehaviourScript" to "Timer" and that fixed the error.

Entry 1.5 19/10/2021

Issue: When I tried adding an image to the source image on a canvas I wasn't able to because I didn't make the image a sprite.

Fix: Change the texture type of the image from "Default" to "Sprite(2D and UI)".

Entry 2 21/10/2021

Issue: I added the "Pause Menu" canvas (which was already created) to another scene and the pause menu wasn't working. I couldn't interact with the buttons whatsoever. I found out that the issue was that my scene didn't have an "EventSystem"

Fix: I added an "EventSystem" to the scene and that fixed the issue. I was able to interact with the buttons on the UI and all the functions of the buttons were working as intended.

Entry 3 06/11/2021 – 07/11/2021

Issue/s: I wanted to add a script that allowed me to move objects with the click of a mouse and I had no issue, until I added a first-person controller camera. Adding the FP camera caused an issue where when I clicked on the platform, I was able to move it, but when I clicked on it, the platform was stuttering.

Fix: The fix to this issue was, not using the FP controller camera to move the object. The first person camera was different to a normal camera, so what I did to fix this issue was, creating a new camera, changing the tag from Untagged to "Main Camera", since the script was going to detect the camera capable of moving the object that was tagged with "Main Camera". When I was moving the platform while looking through the normal camera, there was no stuttering, so I decided to add different cameras in the different rooms and make a camera switch script where the player would be able to click a button and change cameras.

Entry 4 07/11/2021

Issue: A minor issue I had was not able to move platforms when looking through a new camera I set in the scene. I figured that the issue was that I didn't switch the tag of the camera from "Untagged" to "Main Camera"

Fix: Switch the tag of the camera from "Untagged" to "MainCamera".

Entry 5 13/11/2021

Issue: When moving the platform, I was able to move it in every direction, since the script had a "transform.position.y" property, I figured that if I added a "transform.position.z", it would allow the object to move only left and right, rather than up and down.

Fix: Added this "`mYCoord = Camera.main.WorldToScreenPoint(gameObject.transform.position).y;`" to the script.

Entry 6 16/11/2021

Issue: I had an issue where the trigger collider didn't spawn an object and I found out that this is because I didn't assign a game object to the public "Rigidbody" prefab.

Fix: Assigned the prefab to the public variable.

Entry 7 20/11/2021

Issue: The issue I encountered today was a score system script not detecting the ball being destroyed and not adding score to the UI. I found out that this was because I added the script to the wrong object. I added it to an object that wasn't related to destroying the ball.

Fix: I added " ScoreScript.scoreValue += 100;" to the script that had a collider and when the ball interacted with the collider, a score of "100" was added on the UI.

Entry 8 21/11/2021

Issue: I tried to create a script that allowed scene change once the ball interacts with a collider and the issue I got was that the new scene that was supposed to open, wasn't in the build.

Fix: I added the scene to the build and that fixed the issue.

Entry 9 07/12/2021

Issue: I had a null error on my "Click on movement" script and that was because the "agent.SetDestination(theTarget.position);" was already set into the "if" statement and I had it written down for a second time in the update function, which caused it to have an "Object not set to an instance of an object".

Fix: Remove the second line of "agent.SetDestination(theTarget.position);".