

Programming Journal – Amelia Lazouras

28/09/2021

I made a start on how to implement text into Unity, as it's not something I've personally done before. I struggled at first to find where exactly to look for tutorials and got a little burnt out towards the end as I kept stumbling on out-of-date tutorials.

05/10/2021

I finally managed to find a tutorial that looked promising, so during the lecture I watched it through carefully and took my time to try and understand what to do, even if I struggled to understand what each part of the code did.

12/10/2021

As I was finishing up on the write-up for getting text to appear, I started to think what I did was too simple, just getting text to appear, so I started to look into how to spice it up and eventually settled with having the text have a typewriter effect to make it look snazzy. At the same time, I was brainstorming what to do for my next tutorial.

19/10/2021

I finished off the typing effect implementation and added it to the first tutorial write up, and started and finished the coding for tutorial 2, Dialogue options. This was surprisingly simple to do, though I ended up changing the code later when I packaged it because it ended up being much easier and smoother to code it to be editable in the Inspector rather than hard coded like I initially did.

28/10/2021

Today I looked into what to do for my third tutorial and ended up wanting to try having the colours change depending on which character is speaking. I consulted a couple other students about how to get that coded as I couldn't find any tutorials on it, but it turned out that that sort of thing can be done rather easily in Unity rather than coded, and so I ended up scrapping that idea.

02/11/2021

I asked a peer about my choices code, and they told me that the dialogue options are very hard coded and so wouldn't allow for much customisation (e.g. how many options you have to pick from depending on the choice, etc), and so I worked with them to redo my code for that.

04/11/2021

Today I once again tried to figure out what to do for my third tutorial. I wanted all four to be dialogue based, and so brainstormed what I could do around that. I ended up coming up with the idea of making repetitive sounds play as the text is appearing, which changes depending on who's talking, but upon scouring for tutorials and asking friends I concluded that that'd be far too difficult to do, especially with my lack of skill in both sound and programming.

09/11/2021

I finally gave in and allowed my other two tutorials to not necessarily fit around dialogue. Instead, I looked at what I wanted to do for my 3D Level and decided a tutorial on getting my camera to not only follow the player but have custom smooth movement that slightly delays behind the player. I looked for online guides on how to do this, but couldn't find anything I understood well, so I broke for the day.

16/11/2021

I tried again with looking for online tutorials, but to no avail, so instead I decided to ask around to see if anyone knew how to do something like that and ended up finding someone who was doing something similar for one of their projects. They explained what the code did and I wrote in the code and made my own notes on what each thing did.

23/11/2021

I ended up forgetting to write the actual tutorial in Github as I went, so I ended up taking a while to remember the specific steps and order they were done in but did manage to finish up the tutorial write up today.

30/11/2021

I thought about what to do for my final tutorial, and in chatting to a friend about one of the previous game jams I remembered that my group used code that allowed the player to aim wherever the mouse is on screen and decided I wanted to learn how to do that myself, but in 3D. I looked into getting that to work by looking at online tutorials.

07/12/2021

I ended up caving and switching to 2D, and I kept experiencing movement bugs when I tried having the player look towards the mouse, and since I knew it worked in 2D I decided to go with that instead. I ended up getting the code done after intense frustration with Unity 3D and remembered this time to do the tutorial write up at the same time as the code.

13/12/2021

Today I decided it was time to look into how to package my dialogue scripts, as I hadn't had time to do that yet. I didn't end up packaging my stuff yet, as I tried a couple times and managed to break it both times, and so messaged a friend for a day to see if they could help me figure out what I was doing wrong.

15/12/2021

I spoke to my friend today about getting my stuff packaged and ended up spending a lot of time figuring out how to get the scripts from the two dialogue tutorials to properly mesh, as they kept bugging when I tried. After a long while and dinner break to get that sorted, I ended up getting shown what I was doing wrong with the packaging (apparently, I was doing vastly wrong steps and it was way easier than I thought) and packaged the scripts ready to submit :D