

Learning Journal

09/10/2021 – There was a problem with the character movement that I created as the player when the game started would have the legs in the ground. I fixed this by changing in the character controller the height and Y center until it would step on the ground and not inside.

12/10/2021 – I had problems with the lighting in my 3D level design game and it was because some lights were overlapping with each other.

19/10/2021 – The camera worked fine but I had problems as the camera would also move inside walls, floor etc. I fixed this thanks to chinemachine's feature by adding an extension called "chinemachine collider", so that now the camera would detect if colliding with something and instead of moving inside it, it would zoom on the player.

27/10/2021 – I had problems with the player jumping as it did not want to work until I added a layer to the ground and called it in the script.

02/11/2021 – I had many problems with the score counter at first as it would not detect one of my targets. At first I forgot to create another script for the second target and so when shot it would not die. Once I created the second script it still would not work, and this was because in the target's script I did not reference the damage function into the counter script. Once I referenced it, it worked fine.

19/11/2021 – I had problems in my 3D game as I did not know that you could not move platforms with an animator on into other positions. As I needed more than one platform I had to create an animation for each of them.

29/11/2021 – I had problems with the shooting in my game as the player would find it difficult to aim without a crosshair. I simply used an UI image and used the unity's knob and edited it to my preferences. Now the aiming is very precise and easier for the player.

06/12/2021 – I had main problems with the spawning of my targets in the game as they would overlap onto each other. To fix this I increased the play ground and I increased the spawn values.

