

Learning Journal 「Programming」

Collectable Tutorial – 05.10.2021

One of the first issues I encountered when making a collectable tutorial was that the player was unable to accumulate a score. When the player came into contact with the collectable it wouldn't get destroyed and the score wouldn't go up.

I solved this problem pretty fast as I realised that the collectables 'Box Collider' was not set as Trigger, causing it to not operate as intended.

Health bar Tutorial – 11.10.2021

One problem I encountered was that the health bars health position would change on play. The health would still decrease correctly but not within the confines of the health bars outline.

This problem occurred as the 'rect Transform' anchor points were set incorrectly, this problem was solved by changing the anchor point of the 'rect Transform' for 'Healthbar' gameobject and the 'Healthbar health'.

Health bar Tutorial – 11.10.2021

Another problem I faced was that the Health wouldn't decrease despite coming into contact with the hazard.

While debugging this problem I discovered that the hazard tag was not applied to the hazard game object.

Projectile Tutorial – 19.10.2021

One problem I encountered when creating the projectile script was that when the projectile was being instantiated in front of the player it would flip over instead of landing flat and heading in a straight direction.

I solved this problem by bringing the 'projectileSpawnLocation' game object closer to the ground and freezing the rotation of the projectile.

Projectile Tutorial – 19.10.2021

Another issue I faced was that the projectile would instantiate but wouldn't move.

I solved this issue by increasing the speed of the projectile.

Racing checkpoint Tutorial – 26.10.2021

One of the first issues I ran into when making the racing checkpoint tutorial was that hitting all the checkpoints didn't count as one lap.

As the script operates in the descending order of the game objects within the parent, this problem was solved by changing the order of the game objects in the hierarchy to match the order that the player would come into contact with them on the track. Additionally, this problem could also be solved by moving the checkpoints on the track to match the order within the hierarchy.

Racing checkpoint Tutorial – 26.10.2021

A minor problem I encountered when creating this tutorial was that the 'lapText' was not updating correctly as a lap would be counted one checkpoint ahead on each lap.

This was solved by add 1 to the value of 'checkpointList.Count' as to complete the first lap the player has to come into contact with five checkpoints, ending on the checkpoint that they began on. As a result, coming into contact with that checkpoint twice in one lap. As this is the case for the next two laps the player would only come into contact with four checkpoints to complete a lap. Therefore, the value is increased by one to accommodate for the loss of the first checkpoint.