REFLECTIVE REPORT

Fixed an issue where in the canvas I had issues of my mouse curse not loading and working on the pause canvas until I added a cursor lock state to tell once its paused confine and lock the cursor itself.

For adding shaders in a model, I’m having a small issue where the model on the preview shows the shader, I created but it won’t show on the scene itself, to fix this all you must do is that You need to create a Pipeline Asset for your project (In assets) [Create -> Rendering -> Universal Render Pipeline -> Pipeline Asset (Forward Renderer)]. Then go to Project settings -> Graphics and under Scriptable Render Pipeline Settings drag your Pipeline Asset into the slot. You must also drag the Asset into [Project Settings -> Quality] and under Rendering you will find the same box. Unfortunately, the model on the scene weren’t showing the shader I created but on the shader, graph preview you can see the shaders with all its properties.

For players to be able to collide with meshes and get in contact with other meshes is to add a physics material on the asset hierarchy, add a ground or any other name tag on each gameObject to then detect the physics material of ground then make sure the mese all have a mesh collider with the exact mesh attached to it then it’s ready to be used as a wall, floor, or other colliders.

For the player movement the tutorial that I was following up on was for FPS movement not 3rd person, the first-person aspect came randomly when I tried to fix the camera angles to be left at first person mode inside the head of the player. Since on the game preview the camera wasn’t placed properly on the head itself it gave me an idea to just switch to 3rd person mode.

Fixed an issue where when the player would look around with the mouse the gun that was attached to the player would not move accordingly to the mouse sensitivity, so it would turn around on the direction you were moving but the gun would be looking straight forward even turning and look at a certain angle to the left or right or up and down.

Had an issue where the health bar would not lose any percentage once a bullet is in contact with a player or enemy so by adding a tag to a bullet enemy and player enemy and detecting the contact of the bullets towards the players it would calculate a function to lose a certain amount of health given inside the code itself.

A lot of issues that was going very wrong during the early process of this game was getting the bullet to be shot on a straight angle not just to instantiate at the position it is without having any force added towards it. another issue I had was tuning in the rigid body of the player so that the jump and movement does feel too Stiff or too smooth and freely to where it feels like the game has no gravity.