**CW1 Programming Janina Abelmann**

Programming Log:

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| Date | Start | End | Breaks | Hours | Description |
| 12.10.2021 | 12:10 | 13:00 | - | 50mins | First Person Controller and Camera movement |
| 12.10.2021 | 13:15 | 13:50 | - | 35mins | AI that patrols, attacks and chases player |
| 9.12.2021 | 15:45 | 17:45 | 1 | 2h | Gun shooting mechanics |
| 9.12.2021 | 14:45 | 15:45 | - | 1h | Pickup and drop items system |
| 10.12.2021 | 14:10 | 14:25 | - | 15mins | Health system |
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* <https://www.youtube.com/watch?v=UjkSFoLxesw&ab_channel=Dave%2FGameDevelopment>
* <https://www.youtube.com/watch?v=_QajrabyTJc&t=14s&ab_channel=Brackeys>
* <https://www.youtube.com/watch?v=aoZqeG7rqV0&ab_channel=CanWithCode>
* <https://www.youtube.com/watch?v=8kKLUsn7tcg&ab_channel=Dave%2FGameDevelopment>
* https://www.youtube.com/watch?v=wZ2UUOC17AY&t=55s&ab\_channel=Dave%2FGameDevelopment

Reusable Package: FPS Controller

Choose:

* Rigidbody for Gravity, Drag, interaction with physics objects
* Character Controller for Stairs, slopes, not getting stuck on walls, make snappy

I used Character Controller:

* Hierarchy: Create Empty and rename “First Person Player”
* Right click First Person Player
  + Add 3D Object – Capsule
    - Remove Capsule collider
  + Add Component: Character Controller
    - Turn on Gizmos (possible settings: Radius 0.6, Height 3.8)
* Add Camera as child of FPS Controller
  + Hierarchy: Create Camera and drag on Player(capsule)

(Don’t drag camera above Player head to avoid it clipping through ceiling

* Create Script to look around

!Rotate on x-Axis

Rotate Camera not Player on Y-Axis!

* + Clamp camera

Restrict camera movement to a 90 degrees – and + so it wont look behind player without having to turn around

* Create Script to move around
* Attach the script created to look around to the camera and drag player model from Hierarchy into Player Body slot
* Attach the script created to move around to the player and drag in character controller from components and whatever your ground is into Ground Check slot

Learning Journal

* Dragon in 3D game spit his projectile the other way:
  + We changed the player position value to – so he would target the player
* Projectiles fly in a weird way when shot from the gun
  + I moved the gunexitpoint further out of the player model to check if the bullets collided with the player mesh which fixed the problem
* The grappling hook didn’t work with the 3rd person controller so I took it out and replaced it with a shooting mechanism.
* Wheels don’t take player with them
  + Paul gave me a solution that Ill have to have another look at to understand

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| **Date** | **Begin** | **End** | **duration** | **Description** |
| 26.11.21 | 11:00 | 12:30 | 1:30 | Humanoid robots |
| 26.11.21 | 14:00 | 14:30 | 0:30 | Death upon touching oil |
| 26.11.21 | 15:00 | 19:00 | 4:00 | Grappling hook |
| 3.12.21 | 11:00 | 14:00 | 3:00 | Gun |
| 6.12.21 | 14:30 | 15:15 | 0:45 | Dragon |
| 6.12.21 | 15:15 | 15:30 | 0:15 | Dragon attack area |
| 7.12.21 | 13:30 | 13:45 | 0:15 | Dragon indicator UI |
| 7.12.21 | 14:00 | 14:30 | 0:30 | Main Menu |
| 8.12.21 | 21:15 | 21:30 | 0:15 | Pause Menu |
| 7.12.21 | 18:30 | 18:55 | 0:25 | Humanoid robot death |
| 7.12.21 | 19:00 | 19:10 | 0:10 | Checkpoint |
| 8.12.21 | 11:00 | 12:05 | 1:05 | chest |
| 8.12.21 | 12:10 | 12:25 | 0:15 | Spawn object when chest open |
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