Learning Journal

16th November

I started making my movement for my character. I watched tutorials on how to create a moving character and the first problem once I coded the code was the player was moving in a different direction to where the player was facing. For example, when I look forward and move up it would move right. I went to edit, project settings and was able to fix it by changing the y axis to vertical and changing the x axis to horizontal. I was then able to create a basic movement for my player.

Text

Description automatically generated

19th November

I started working on the main menu and watched tutorials on how to create one. The ui of the game was new to me because making the buttons have a hovering effect was one thing that I was able to implement into my work. I also was able to have a working play button and quit button so if I wanted to quit I would be able to. I created a script for when I click on the button so it takes me to the next scene. This was done by going to the build settings and putting the main menu scene and the game scene together. Text

Description automatically generated

23rd November

The enemy patrolling was the next thing that I decided to do. I made three waypoints for the enemy to follow and it looped so the enemy was always going to the three spots. This allows me to work on a trigger event that if I was too close to the enemy moving around then the enemy would spot me. This took a lot of trial and error having to make the enemy move in that way and keep it looped so the enemy doesn’t stop.

Text

Description automatically generated

27th November

On this day I decided to do a field of view for the enemy. this is for when I get close to the enemy the enemy will attack and chase me. I wanted this so that it would make the enemy feel like its an enemy instead of the enemy just moving around. This took trial and error due to the fact that I had to bake the terrain. This was so that the enemy would know where to walk and having to figure out how wide the radius I wanted it to be alongside the sight range. Sight range is where the enemy sees the player. This was by far the biggest thing that I had to code.

Text

Description automatically generated