Programming journey

Problem 29/11/21 : followed health bar tutorial Facing a problem with the slider in the hierarchy not syncing with the health decrease.

Fix

To fix the issue is to drag the slider from the hierarchy to the health bar script into the slider area. – 3 minutes

Problem 29/11/21 : 3D level design, creating a script that disables all enemy scripts, thought on disabling a few scripts with the enemy still functioning.

Fix

Fix is to use an if statement to disable all scripts when enemy health is reduced to 0.

– 7 minutes

Problem 29/11/21: Issue that stopped the enemy from shooting(attacking) after changing from projectile shooting to hit scan.

Fix

To drag the bullet variable back into the inspector for the enemy. – 4 minutes

27/11/21 : Enemy doesn’t track player whilst in vision.

Fix

Made a change in the script to keep track of player in vision with the tag system. – 30 minutes

Problem

Enemy attacks the player by shooting a bullet and doesn’t damage player.

Fix

Use tag system in the code so the player can get hit and receive damage. – 4 minutes

Problem

Object not obscuring vision for the enemy.

Fix

Cast a ray cast to identify if the play is there or not for the enemy to trigger. – 25 minutes

Problem

Animation not working on humanoid character.

Fix

Reference the animation on the script of the character and loop the animation in the animator. – 10 minutes

Problem

Issue occurred with vent open animation not opening when player entered.

Fix

To add trigger to the box collider for the vent prefab and to make sure the animation is referenced in the code to trigger the animation. – 9 minutes

Problem

Enemy attacking the player using a gun and a bullet rapidly shoot causing multiple bullets to spawn.

Fix

To create a delay in between shoots (1 second) to imitate the similarities between a gun and stop multiple bullets from spawning. – 4 minutes

Problem

When bullet is lunched from enemy the bullets fall to the ground.

Fix

Turn off gravity in the inspector for the bullet. – 2 minutes