Learning Journal (Programming)

Package 1 - The first package I made was me learning how to create a coin for my game score to earn points. The reason for this package is that I wanted to learn how to make coins do rotations and how it would make the game more lively seeing a coin spinning around giving that feeling toward a 8 bit game.
This would also be useful in making other systems such as a score system for different versions. For example, in mario games you have red coins, yellow coins and blue coins doing different functions. Yellow coins are normal score systems while red coins are known to give you a mushroom or 1-up or an extra power up while blue coins give you active buttons to press and secret doors to find a cross the whole level.

Package 2 - For my second package the wall run was designed by Paul to help me create a character able to run across walls. This design is meant to help that character apply zero force to the wall as it sticks the character to the wall as it reacts the same way as a wall run by pressing A or D to the wall to hold the character there and moving W or S so you can run across the walls without applying force.

This was also made for my last project which was called "Hazard Escape" The reason i'm turning this into a package because it will allow me to import wall run more better where I have the script and other people may use my wall run without no "Add Force"

Package 3 - For my third project I my idea came from playing mirror edge as it inspires me with the functions of grapple where you can swing across gaps that keep the same distance. This gave me the idea to create a game where it has wall run and grapple combined by giving speed to the character and making the game feel faster pace. Grapple is one of my most important packages as I wanted to be able to swing across a gap to make a puzzle style platform where the player must think where to wall run or what they need to do to get across a path.

You could use wall run to design a stage where you must gain height to swing higher up or use a grapple to lower yourself to look around to where you must go.

Package 4 - For my fourth package I wanted a timer that you can design yourself by using a scroller and not always using code. This benefits me more because I can set a time where you have 300 seconds to complete a stage or create a timer to count down your time to respawn you back to the start to show you dying. I could use this timer as a challenge mode where you have your character having to run the course in a certain amount of time as a small little challenge toward the player.

<u>Manuals</u>

When creating Manuals I learn they can help you with packages because you are able to show what each package can do and give them steps to take in order to get each package working for them where if they have a problem you have an example scene that helps them understand how to use it better. This also gives you the code and what you need to do to get the package working with your project.