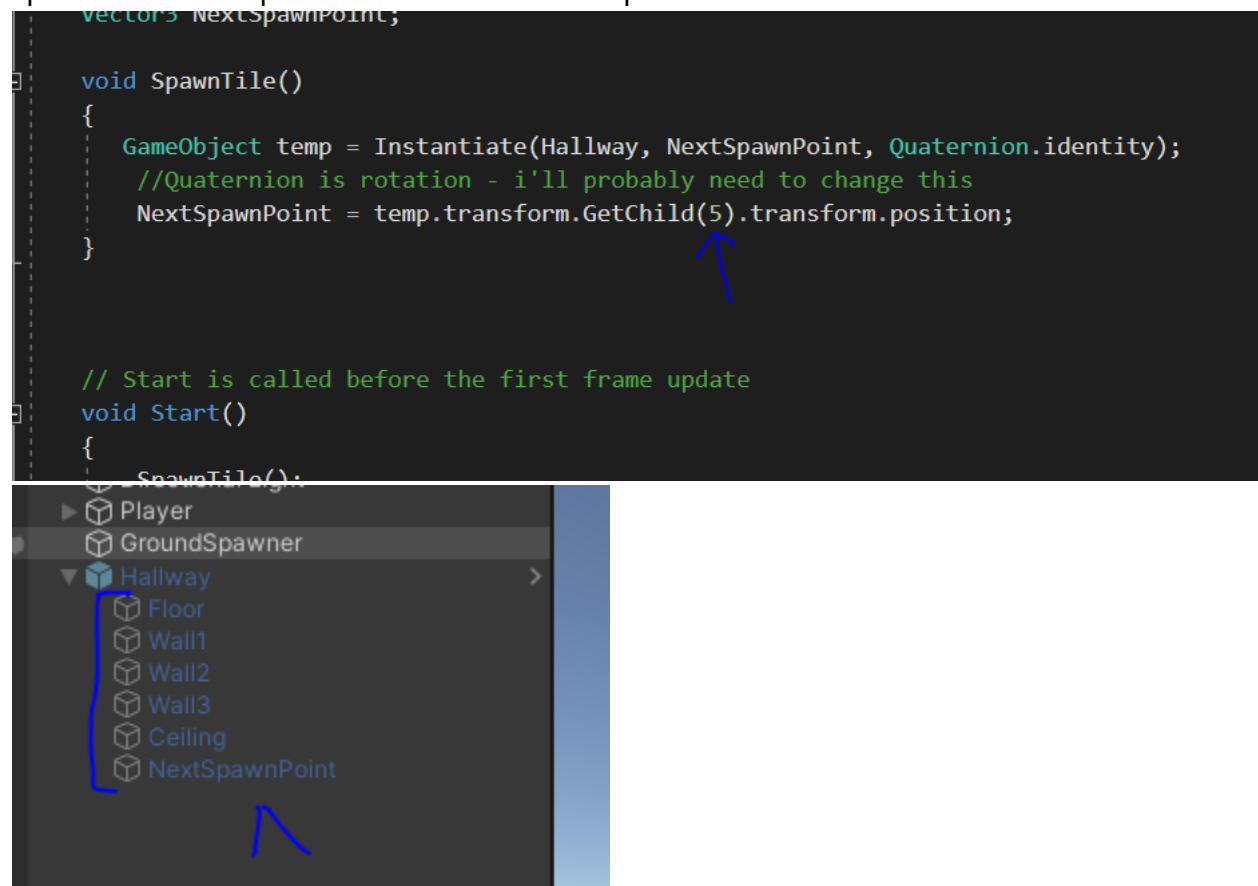Oliver Mota

<div align="center">

**Programming**
**Learning Journal**

</div>

My plan is to make an endless corridor, I think to do this I would check the players location using trigger boxes and instantiate another corridor piece. This script could be reused for an endless runner style game or maybe a puzzle game. Once the player reaches a certain point it would remove the previous corridor piece. (When this is a package, you should be able to make your own prefab and use that as the platform.)
https://www.youtube.com/watch?v=xFhScBZdXxq - the video I am following

Trying to get the platforms to spawn in, testing with the code first but can't get them to spawn in the right location, once I can I'll need to change the rotation too.
Finally got the platform to spawn in the right location, this issue was due to me asking it to spawn on the floor piece rather than the 'NextSpawnLocation'.

```
Vector3 NextSpawnPoint;

void SpawnTile()
{
    GameObject temp = Instantiate(Hallway, NextSpawnPoint, Quaternion.identity);
     //Quaternion is rotation - i'll probably need to change this
    NextSpawnPoint = temp.transform.GetChild(5).transform.position;
}


    // Start is called before the first frame update
void Start()
{
    SpawnTile();
```

```
▶ Player
  GroundSpawner
▼ Hallway                      >
    Floor
    Wall1
    Wall2
    Wall3
    Ceiling
    NextSpawnPoint
```

The number references the object in the list, I had the number set to 1 which was the floor, when I changed this number to 5 it references the 5th number down in the list of my prefab. (First item counts as '0' not 1)

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```csharp
public class GroundSpawner : MonoBehaviour
{
    public GameObject Hallway;
    Vector3 NextSpawnPoint;
    Quaternion NextSpawnRotation;

    void SpawnTile()
    {
        GameObject temp = Instantiate(Hallway, NextSpawnPoint, NextSpawnRotation);
            //Quaternion.identity);
            //Euler(0, 90, 0));
        //Quaternion is rotation - i'll probably need to change this
        //NextSpawnPoint is the location
        NextSpawnPoint = temp.transform.GetChild(5).transform.position;
        NextSpawnRotation = temp.transform.GetChild(5).transform.rotation * Quaternion.AngleAxis(90.0f, Vector3.up);
    }
}
```

I couldn't get the rotation to work so I asked for help. This was the solution, which required me to create a 'NextSpawnRotation' (like the NextSpawnPoint), which turns the object 90 on the Vector 'up' Axis.

I've changed a few parts of the code to better suit me and the purpose. I have created something I am happy with and I can change/ adapt different aspects to use this elsewhere. My primary goal for this code was to make an endless corridor most likely to be used in a puzzle or psychological game.

It works by spawning a new corridor piece in front of the player, so they don't see it spawn in, at the same time, it removes a piece from behind the player. - more could be added such as the piece behind will only be removed if the player isn't looking.
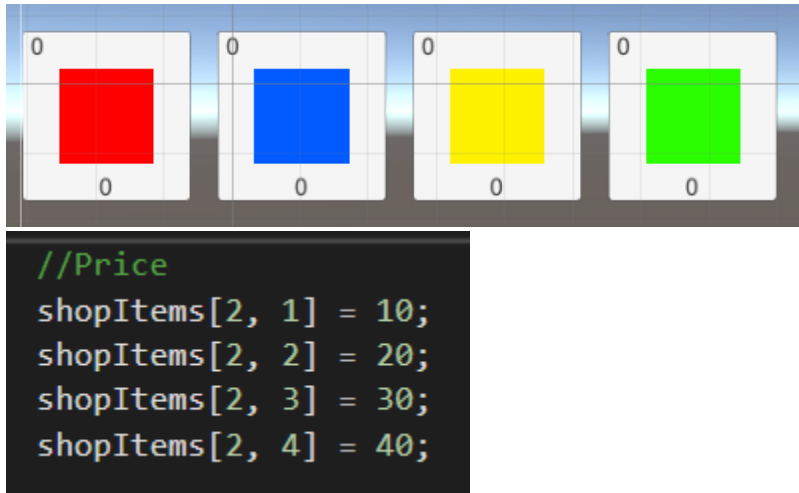
Finished this around 10:10 on the second lecture. (Took around 4 hours 10 mins)

Next I've started making a shop system. The idea is that the player can't buy something if they don't have enough money/ points. If they do, deduct the required amount and give them the item. (started around 11, as i was typing out notes)

https://www.youtube.com/watch?v=Oie-G5xuQNA - the video i am following

22/02/2022
I have reached the end of the tutorial; I've only had one issue where the amount bought was matching the price number. I found this when I went to test, and I knew this was the issue since I checked by changing the price in the script. - This meant I had a better idea of where the issue would be located, and I quickly found it. The tutorial had a '3' somewhere I had typed '2'. This small change fixed my issue, and it works as intended.

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```
//Price
shopItems[2, 1] = 10;
shopItems[2, 2] = 20;
shopItems[2, 3] = 30;
shopItems[2, 4] = 40;
```

A user could easily change this to work for their game, the icons, text, and prices can all be adjusted to suit any need. - This is only the shop system though and doesn't give the player anything.
The time of finishing this 10. (1 hour into Lecture, took roughly 2 hours)

Starting a new project ( time 10:20) https://www.youtube.com/watch?v=_yf5vzZ2sYE
I might mix this with another tutorial to create a package as just highlighting objects doesn't seem like much. Had a break almost immediately, it's now 10:45
My first issue when following this tutorial was, they typed out a 'does not equal' symbol (' = ' but it has a line through it). After looking into it, trying to copy and paste the symbol in it didn't seem to like it. I found and remembered != should also mean 'does not equal' so I'm going to use that hope it works.

Testing this part, as the tutorial did, it seems to be working and responding in the same way. I think the symbol is fine.
I have reached the end of that video and it seems to be working fine, i could leave this as it is or continue working on it. The time is now 11:16.

My plan with the highlight system is to make things interactable, so maybe to improve this further, if an object is highlighted and you click a button it could read a description of it. (I've left this out as I want to keep the script as a simple highlight.)

I asked about maybe changing the raycast script ^, but it should be fine. All I need is the script, a scene set up to show and explain how to use it, and instructions on how to change or modify it.

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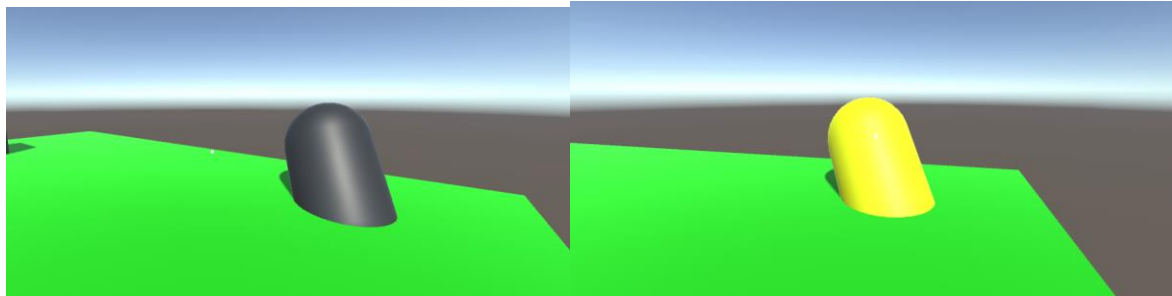


08/03/2022
For my last tutorial I'm making a code lock which once the correct code is input, an action will happen (like a door opening). I'm following this video:
https://www.youtube.com/watch?v=YAAG-JczuGY&t=1179s
It seemed to be going well until 19 mins in when I tried to test it. I can't seem to click on any of the buttons. I'm not even getting a 'wrong code' in the console to show that I'm clicking on the wrong buttons. I think it's not detecting where I click on the screen. I found the issue, which was that I forgot to attach the controller script to the camera. I can change or make this script better by adding different requirements like 'press enter'. The way the code works is that you select 3 numbers, if the player clicks one then types in the correct 3, the code won't work. Having some way to see the start and end of the code (for the player) would be a good improvement.

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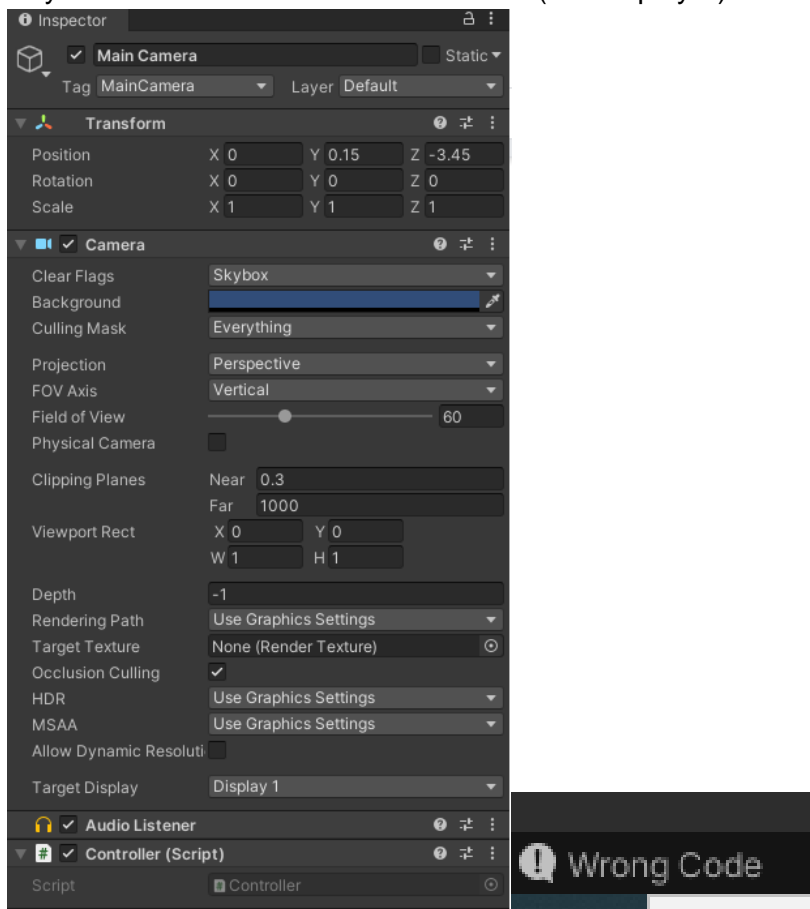
15/03/2022
Filling out the written work today. Going over my notes and typing them up in the instructions
. documents. I am filling out some of the written work and I might go over my scripts to add
notes, making it easier to identify what each part of the code does. I was going to add a clear
and submit button to my code lock, but I've decided against it. Instead, I've added a bar that
lights up red if the code is wrong and green if it's right. Now there's a visual indicator the player
should know when the start of the code is and it's clear if the code is right or wrong.