Programming Log:

Code for First person controller:

Date: 17.02.2022

Duration: 15h

I followed this tutorial and everything worked instantly except the door that I haven't fixed so far, as I haven't needed it yet.

- https://www.youtube.com/watch?v=2FTDa14nryI&list=PLfhbBaEcybmgidDH3RX_qzFM0mIxWJa21&ab_channel=Comp-3Interactive
- https://www.youtube.com/watch?v=Ew4l5RPltG8&list=PLfhbBaEcybmgidDH3RX_qzFM0mIxWJa21&index=2&ab_channel=Comp-3Interactive
- https://www.youtube.com/watch?v=1ZnI7gXzQcg&list=PLfhbBaEcybmgidDH3RX_qzFM0mIxWJa21&index=3&ab_channel=Comp-3Interactive
- https://www.youtube.com/watch?v=-XNm7dPVVOQ&list=PLfhbBaEcybmgidDH3RX_qzFM0mIxWJa21&index=4&ab_channel=Comp-3Interactive
- https://www.youtube.com/watch?v=_c5IoF1op4E&list=PLfhbBaEcybmgidDH3RX_qzFM0mIxWJa21&index=5&ab_channel=Comp-3Interactive
- https://www.youtube.com/watch?v=jIsHe9ARE70&list=PLfhbBaEcybmgidDH3RX_qzFM0mIxWJa21&index=6&ab_channel=Comp-3Interactive
- https://www.youtube.com/watch?v=AQc-NM2Up3M&list=PLfhbBaEcybmgidDH3RX_qzFM0mIxWJa21&index=8&ab_channel=Comp-3Interactive
- https://www.youtube.com/watch?v=r1dgRE0GM9A&list=PLfhbBaEcybmgidDH3RX_qzFM0mIxWJa21&index=9&ab_channel=Comp-3Interactive
- https://www.youtube.com/watch?v=HMAs9_2yTuo&list=PLfhbBaEcybmgidDH3RX_qzFM0mIxWJa21&index=10&ab_channel=Comp-3Interactive
- https://www.youtube.com/watch?v=Ps3Rti-N5T4&list=PLfhbBaEcybmgidDH3RX_qzFM0mIxWJa21&index=11&ab_channel=Comp-3Interactive
- https://www.youtube.com/watch?v=6RLmvaPfLdA&list=PLfhbBaEcybmgidDH3RX_qzFM0mIxWJa21&index=12&ab_channel=Comp-3Interactive

Code for enemy AI:

Date: 15.03.2022

Duration: 3h

I got help by David creating the enemy AI. There has been a bug in me transferring the code. It turned out it didn't have anything to do with the code itself but I didn't set the obstacles to static before baking the Navmesh so it didn't include the walls into the mesh.

I followed a tutorial on youtube to add in the attacking and chasing mechanisms. I copied it exactly and the patrolling section of the tutorial messed with the code I have already had so I deleted it and it worked.

- https://www.youtube.com/watch?v=UjkSFoLxesw&ab_channel=Dave%2FGameDevelopment

Code for player checker:

Date: 20.04.2022

Duration: 1h

I created the checker on my own by placing triggers over zones that check the tag for the player tag. As soon as it is detected, the enemy AI reacts accordingly and changes the pathing to the waypoints placed in the trackers the player is currently in.

Code for checkpoints:

Date: 02.05.2022

Duration: 30mins

I used the code for the checkpoints from my 3D Level design game. They didn't work until I disabled the character controller for the repositioning of the player after death. George helped me with that.

Learning journal:

I have learned a lot from these packages that I used for my AGP. I started seeing bugs myself and I was able to create the code for the player trackers myself. Most of the bugs that I have run into were set up problems in the inspector or me forgetting to set references to public instead of private. The most problems I have had so far with the code were things getting called twice like the patrolling of the enemy AI that confused the program. Another thing I had to ask about were referencing scripts in other scripts where I got help by friends and some I figured out myself.