

Package 1

08/02/2022

When I added gravity to the character and proceeded to create a GroundCheck to the player controller, everything was working but when the character was getting closer to hit the ground, it would do it slower than it should. I fixed this by decreasing the Ground Distance inside the inspector from 0.4 to 0.1, this made the character hit the floor smoothly...

08/02/2022

When I added the jump code, the player would not jump at all. I fixed this with George Irtelli's help by dragging the GroundCheck object in the hierarchy inside the Cylinder's body.

Package 2

15/02/2022

When I added a second camera to the scene to create a minimap for the game, the minimap's camera was the principal camera displaying the game instead of the actual Main Camera. I solved this by going into the inspector of the minimap's camera and changing the Target Display to Display 2. So now the actual main camera was showing the character's direction as it should do. Later on I saw I could also learn this by setting a smaller depth than the one set in our main camera, so for example setting a depth of -1.

22/02/2022

When I finished the code for the new mini map, I then added the feature of zooming in and out the map. When zooming in, this was not following the player and it was only zooming to the centre of the map. I asked Paul for help. I fixed it by creating another script attached to the orthographic camera. This script calculates the offset value and then a LateUpdate function sets the camera position to be the same as the player's position.

Package 4

15/03/2022

When creating the Gun script I managed to create a weapon that shoots and destroys objects with another Script I made. The gun also instantiates a bullet prefab but when in contact with another collider, the bullet would not disappear, it would go through the object that was being shot. I asked George for help and the solution was to make another Script attached to the bullet with a OnTriggerEnter to destroy the bullet when colliding.

Game

29/03/2022

My player was dying just right after starting the game even though there were no enemies attacking him. I asked Paul and thought we had figured that it was the enemies range but I kept having the same issue after asking Paul. I realized it was because my layers had changed and my character had a ground layer (instead of player layer) and my objects had a player layer. Furthermore, I just changed this to their correct one and it worked.

07/05/2022

When I added the key pick-ups around the level, I could not pick them up with my player. I realized no key had a collider added to them. I fixed this by adding a collider to every key around the level and by ticking *Is Trigger*.

Furthermore, I later realized that the collider in every key was too small, making it the reason I could not pick them up. I made every collider bigger and this fixed the issue.

15/05/2022

When adding a health system, I could see on the console that everything was working. However, my UI health bar would not update, my player would die after being hit enough times by the enemies, making its life lower than 0.

I tried many tutorials and looked at my AGP but nothing fully helped, when the bar was updating, it would go up again instead of going down. I fixed this by checking my enemy's script and realized it said:

```
"FindObjectOfType<PlayerMovement>().currentHealth -= damage;
```

```
if (FindObjectOfType<PlayerMovement>().currentHealth <= 0)  
    ..."
```

I fixed it by changing *maxHealth* into *currentHealth* in bot lines.