**Journal:**

Movement:

Working on the script for the movement It wasn’t as straight forward as I thought. I had a rough idea of what I wanted but I faced a couple problems. My game is one where the player can switch between a 2D/3D view so having to switch between two movement scrips was my biggest problem. I solved this issue by using a 3D movement script that doesn’t require the use of a character controller and this is when I decided to use a camera switch as a new Idea. In addition to this I added a better jump script to support the movement script, this extra script (Better Jump) increases the speed at which the player drops after jumping up to add a sense of strong gravity.

Camera Selection:

The camera selection idea came from the movement script, because my mini game is heavily based on perspective, I decided it would be good to create a package where the player must complete certain levels using certain views, however in this package you have the freedom to use whichever view you feel comfortable using. This package didn’t consume much of my time. The camera script required a lot of “IF” statements and to support this script as well I decided to add a camera follow script that basically allows all the cameras to follow the player. This was implemented so it would be easier for the user to switch perspectives without having to relocate where the player in the game would have gone.

Spikes System:

The spikes system was something I wanted to implement as a hazard in the mini game, it’s not as time consuming as coding an AI enemy and I really liked the way I created this. I used a couple cubes and made it into the shape of a spike, having some components moving I then decided to animate it so it would be more challenging, rather than having it just in one position rotating. After getting some feedback I decided that having the Spike animated wasn’t the best choice as people looking to use this package would have to re-animate the object.

I took some time to add more to the script. The user now has the ability to change the Spike rotation speed, change the direction so clockwise or anticlockwise as before, in addition to this they can change the speed at which the spike travels between two points and the ability to change the position locations. In my opinion this is a better package as it gives the user more freedom to do a lot more with the Spike.

Pick Up System:

I’ve created a couple pick up systems before, but I wanted to try something a little different here, although the pickup system is used in many games, I wanted to create one that both the enemy and player could pick up. Now it’s a simple pickup script. I had to check all the tags were correct

Task Log:

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| --- | --- | --- | --- | --- | --- |
| Date | Start Time | End Time | Break | Hours of Work | Task |
| 01/02/22 | 9:00 | 12:00 | 10 Min | 2H 50Min | Movement |
| 05/02/22 | 18:00 | 21:00 | 25 Min | 2H 35Min | Movement |
| 08/02/22 | 9:00 | 12:00 | 10 Min | 2H 50Min | Spike |
| 10/02/22 | 18:00 | 21:00 | 25 Min | 2H 35Min | Spike |
| 15/02/22 | 9:00 | 12:00 | 10 Min | 2H 50Min | Camera |
| 18/02/22 | 18:00 | 21:00 | 25 Min | 2H 35Min | Pickup |
| 22/02/22 | 9:00 | 12:00 | 10 Min | 2H 50Min | Pickup |
| 01/03/22 | 9:00 | 12:00 | 10 Min | 2H 50Min | Pickup |
| 08/03/22 | 9:00 | 12:00 | 10 Min | 2H 50Min | Spike |
| 15/03/22 | 9:00 | 12:00 | 10 Min | 2H 50Min |  |