**Learning Journal**

09/02/2022 – There was a problem with the health system package that I coded as the health was not getting damage when I was pressing the button. I had to make a few researches on the unity help page to understand why the code wasn’t working and it turned out that the OnClick function was not set-up properly and so the button would not decrease the health bar. I fixed it by assigning the right script on the OnClick function and now everything worked as expected.

09/02/2022 - Although I fixed the previous problem, I also had another issue as when the health bar would get to 0, the bar was still a bit filled from the colour, which in this case was red. I had to fix this by scaling the rect tool of the slider, which made everything look fine. I also had to scale it when it would get to 100 as it was not entirely filling the bar.

22/02/2022 - As I started working on the second package, I started to encounter many issues. I implemented the previous health system to this package as I needed the enemies to deal damage to the player, so I created a nav mesh agent and I had some problem with making him move around as I never used the navigation before, and so I asked David for some tips and he taught me how to bake the pavement to make the enemy move. After doing that I still had the issue of him not moving as I missed out on ticking “Navigation Static” to then select “Walkable”.

08/03/2022 - I continued to code the enemy package and I wanted the player to get damage when being in contact with the enemy. The code was quite simple to do, although when approaching the enemy, the player was not getting any damage and I had to ask David to help me fix it. He showed me that the problem was in the script as I was not targeting the player, so I added a variable “playerTarget” and targeted the player.

15/03/2022 - I kept on coding for the Enemy Package as I wanted to implement a way for the enemies to randomly move in different positions. Although I had a slight issues as after coding the script, some of them would move in a random position and then stop, and some of them kept on randomly move position. After some researches on internet, I’ve found out that the problem was in the “Random.Range” as it was not matching the pavement’s scaling, so I simply increased the values and it worked fine.

19/04/2022 - I have implement a Main and Pause Menu. The main menu worked fine, although the main menu was giving me some issues as I tried to implement it into the actual game and when pausing it would not pause the game and would not allow me to click on the buttons. The issue was that the cursor lock in the camera movement was interfering with the pause menu, so in the script I had to add a line “ Cursor.lockState = CursorLockMode.None;” to stop making it work when the pause menu is on.

03/05/2022 - I have now put all the packages together and I have only had some small issues and bugs to fix to make everything work together, although I did not have any major issues that stopped me from joining all the components together and make the game.