**Learning journal**

**Week 3**

**Assets\StarterAssets\ThirdPersonController\Prefabs\PlatformAttach.cs(9,33): error CS0246: The type or namespace name 'collider' could not be found (are you missing a using directive or an assembly reference?)**

The problem that I faced was the spelling errors when writing OnTriggerEnter (Collider other) with incorrect capital letters from the fault of myself and the cap lock not responding to my button press.

To resolve and prevent the issue I will continue to look at my code twice over before writing new pieces of code.

Task one (moving platform) attempt 1 failed. Since the character controller had to be changed to make my package worked means that is example is not useable, problems that I have encountered was the player not moving with the moving platform, other issues were when trying to make the player go with the platform, the player becomes stuck and unable to move, except by clicking space making the player loop and becoming stuck

**Week 5**

22/02/2022

**Error – Assets/SetScale.cs (18,102): error CS1002; expected**

semi colon being misplaced with a colon resulting in the unity project not being able to play, hard to spot and took a bit of time to find the cause, also in the unity errors in the console, when clicked appeared to show the problem being around void start when it was the code in the if statement.

**Week 8**

15/03/2022

I have learnt have to use transform. Translate in way that makes it a good component that can be used in any game project by adjusting the speed and distance the platform can move in 1axis.

**WEEK 10**

What I Learnt

I have learnt the use and applications for public floats to have more precise requirements and the values can be changed within the unity inspector.

Co routine allows to spread task across seven frames. This method executes and returns control to unity and then continues where it left off on the following frame.

I enumerator is also used with courines. I enumerator are functions that can suspend its execution(yield) until they are given Yield Instructions to finish.

These can be used for delaying certain scripts.

An example of this is to do a 5 second delay before giving a Yield instruction before doing another action.

I have learnt about Debug. Log($"{isJumpPressed}"); to use in my AGP game to find the problem which was my character not jumping and used this debug log to tell the compiler that the string being followed to be seen as an interpolated string which helped with time checking and offers a clean and readable approach.

The issue that was found was the values for current movement and currentRunmovement where incorrected as .05f; when it should have been .5f; instead, so that the jump can take place.

A screenshot of a computer

Description automatically generated

**Week 10**

I was attempting to work on my AGP projection by trying to get my Player character that uses a character controller to move along with the moving platforms that move horizontally and vertically.

The first step that wanted to take was to parent the character to the platform and then unparent when the player jumps. This can be done simply with oncollisionenter and oncollisionexit referring the player as a variable to the platform.

After numerous tries the player did not travel with the platform, after checking if there was an issue with the platform code, it came to the attention that the possibility is that since my Player character does not use a rigid body and that I tried to use oncollisionenter and oncollisionexit that require the two game objects to touch that the parenting of the objects is interfering with the collision meaning an alternate way had to be found.

The alternate method was to add the platform velocity to the player velocity to allow the player to stay stationary on the platform whilst the platform moved to their intended direction.

The vertical platform causes the player to be moving uncontrollably up and down due to the player and the platform moving and different speeds and checking with other teachers on how to solve the issue, we came to find that we could not produce a solution in our limited timeframe and decided to put it on the back burner to solve later when I tackle other problems.

Other issues that I have encountered is the exportation of certain files and prefabs from my AGP to the programming demo scene, sine that it was linked to my character controller was referenced in the platform scripts meaning that my packages would not have been usable and generic as intended.

To fix this issue I moved my prefabs to a new unity scene and removed the reference to my character-controlled player and instead only referenced a player tag which can easily be changed within the unity inspector.