**Liam Deering learning journal entries**

**08/02/22**

Today I worked on a 3d platform that includes jumping, truing and camera controls. It is a bit basic but I plan to work on it later to improve and refine it.

**15/2/22**

Today I worked on a pixel effect shader. For this i had to write some unlit shader code then from there make a script to go on the camera then i made a material with the new shader and configured some settings of it then attach the script on the camera. I think this works really well as it has the desired effect I wanted and is able to be configured for further customization.

**22/2/22**

Today I worked on a system that would shrink or grow the player on specific key presses. Getting it to work was rather straightforward and simple; the only part that took some time to figure out was to make it translate smoothly from different sizes.

**8/3/22**

Today i made a simple count system that works on collision, so when the player picks up items that disappear and the ui updates with each item picked

**15/3/22**

Today I worked on and refined the movement controls. This took a bit of time to get working but I was able to finish it. Now the player can slide sprints and have better physics based controls for moving and turning along with wall jumping. This works quite well and i'm happy because i feel it can be further built upon in the future

**22/3/22**

Today i followed some tutorials for a grapple gun this was a bit tricky but in the end i was able to get to work by having the game objects be children of the camera and not the player game object as the game is first person and the camera follows the player it doesn’t show any major problems having it work this way.

**29/3/22**

Today I wrote some simple instructions and tutorials for how to set up and use the packages I have made so far. This didn't take too long as the packages I had made were rather straightforward.