Date:	TECHNICAL PROBLEM	SOLUTION		
11/10/2022	I couldn't locate where the URP (universal render pipeline) was in my project.	I realised I had to make one/ add one to the project from the unity registry.		2d glow
11/10/2022	I added a URP to the project, but It wasnt the same as the one used in the tutorial.	I decided to continue using the updated URP because the tutorial I am following was made a couple years ago, so it is slightly outdated.		
14/10/2022	I just made my movement script for my 3rd person movenet project. It moved fine, but when I went onto of one of the blocks in my scene and then come off, the Y axis hieght wouldn't go down and I was also able to glide of the plane for a bit and then fall.	I made the height and size of the blocks larger, so that the y axis height doesn't change and lock onto that height.		3rd person controller
18/10/2022	The first person camera kept on showing the player in the view.	I just moved the camera higher.		3D Enemy AI
25/10/2022	I need a navMesh surface scripte otherwise my enemy won't move.	I went to Window, AI, navigation and then selected navigation static. I was able to bake the scene after that.		3D Enemy AI
26/10/2022	My enemy wasnt moving when playing.	There was an erroe in the code where is went straight to attackrange, but when it was in that mode the destion was set to the enemys position, instead of the players position. So I move the enemy AI further away and changed one word in the script.		3D Enemy AI
01/11/2022	The camera for my 1st person controller kept on zooming too close to the player.	Increased all of the radiuses of the cinemachine free look camera.		1st Person Controller
02/11/2022	My health bar game object wasn't going into the designated spot in the Player inspector.	I realised I didnt put the health bar script on the helth bar. Once I did my problem was solved.		Health bar
10/11/2022	My camera wasn't rotating properly with the mouse direction.	I found a new script on youtube, and made a new script the worked with my project from it.		Component
14/11/2022	My double jump script isnt working.	I added the double jump code to the jump script.		
15/11/2022	I added a rigidbody to the player but it kept on falling throught the ground.	I needed to add a capsul collider.		
	My sprint wasnt working because it couldnt access the move speed from the movement script.	I ask for help and I was told how to acess variable from another script without changing it each time.		
17/11/2022	When my player crouched it didnt get back up again	I implemented another button for the player to press to make them stop crouching.		
22/11/2022	When implementing wall climbing, the script work but because the camera angle had to be facing the same direction the player is, it sometimes gets confusing.	Limit the amout the player can rorate the camera angle more.		

| 25/11/2022 | My slide isnt working when you press 'v'. | It waas working, I just had to tilt the ground to see the effect. | | Sliding |