

## Programing Journal

11/10/2022

The first error with my climbing script was that once I was in the wall I could leave the wall and the player would get stuck. In order to have a solution to this problem I had created a function within my script that made the player exit the wall layer after the timer run out.

Furthermore, I had this error that after some jumps within the wall the player would get stuck and that was because I wasn't referencing the exitingwall function properly while adding force to the player.

18/10/2022

Error 1- The item would drop but will not be able to pick it back up In order to make this work I had too remove the old pick up system that was based on where the camera was looking at.

```
1 reference
void Shoot()
{
    RaycastHit hit;
    if (Physics.Raycast(Camera.main.transform.position, Camera.transform.forward, out hit, range))
    {
        Debug.Log(hit.transform.name);

        target1 target = hit.transform.GetComponent<target1>();
        if (target != null)
        {
            EquipObject();
        }
    }
}
```

Then I changed it to become whatever the proximity is to the player. In order to do that I made a bool that would tell me if I was in contact with the collider of the weapon I wanted to pick up.

```

9      public bool nearGun = false;
10     private bool holdGun = false;
11
12     void Start()
13     {
14         Gun.GetComponent<Rigidbody>().isKinematic = true;
15     }
16
17     void Update()
18     {
19         if (Input.GetKeyDown("f") && nearGun && !holdGun)
20         {
21             holdGun = true;
22             Shoot();
23         }
24         else if (Input.GetKeyDown("f") && holdGun)
25         {
26             holdGun = false;
27             UnequipObject();
28         }
29     }

```

Error 2- I've encountered this problem as I started the project within Unity. It seems to imply that the name "Target" hasn't been found or it's missing a reference within the script.

[21:36:10] Assets\equipScript.cs(34,17): error CS0246: The type or namespace name 'Target' could not be found (are you missing a using directive or an assembly reference?)

[21:36:10] Assets\equipScript.cs(34,60): error CS0246: The type or namespace name 'Target' could not be found (are you missing a using directive or an assembly reference?)

In order to resolve this problem I had to go to the line where the error was occurring and change the name "Target" to the name of the Script by the name "target1".

```

target1 target = hit.transform.GetComponent<target1>();

```

25/10/22

One of the problems I had when doing the AI Enemy was the fact that when the player was in Attack range the enemy wouldn't chase the player the reason why the enemy would only look my direction was because I forgot to add the following line:

```

104     {
105         agent.SetDestination(player.position);

```

Which make the AI move to the player's destination.

31/10/22

While working in another project I had a problem that I didn't know how to fix, and was the fact that my cursor would be hidden while playing the game.



The error was that in the camera script I was unableing the cursor and so hiding it while playing which then I deleated to make it work with the pause menu and other interactive object.