

11/10/2022 - Tutorial 1 – Main Menu

The canvas would show up at an angle instead of flat on the screen like it should. I fixed this by enabling 2D at the top of the Unity scene view.

The buttons would stop highlighting when the mouse is hovering over them after clicking on any button once. What I had to do was go to the Navigation box and change the setting from automatic to none.

I extended the volume sliders length however the actual slider would stop at its original end position. By going to the Slider in the hierarchy and selecting Fill Area I was able to extend it.

The Options Menu scene would not register any clicks when running. I had to copy and paste the EventSystem from the Main Menu scene.

18/10/2022 - Tutorial 2 – First Person Movement

When writing the script for the WASD player movement characterController had a red line underneath. I realized that I forgot to assign character controller before void Start.

When loading up the scene the vertical mouse movement was the opposite of the standard FPS controls. To fix this I went to the Player Inspector and changed the Vertical Speed from 1 to -1.

The player character kept falling so I added a cube to create a floor.

When I tested the finished script the player character would not move where the camera is pointing. I decided to use a different script which uses cameraTransform to change the direction depending on where the camera is pointing.

25/10/2022 - Tutorial 3 – Day and Night Cycle

I could not figure out how to change the colour of the terrain in Unity without importing a pre-existing texture. I realised that you first create a new material, then add it to the material box under the Terrain Settings under the Terrain inspector.

The animation would not update the rotation of the direction light in the animation window. I had to delete the last keyframe and create a new one where I wanted the animation to end.

1/11/2022 - Tutorial 4 – Always Visible Shader

Once I finished the shader, I realised that I was unable to change the colour of the object through the inspector and could only add a texture to it, there were no shadows on the character either. I fixed this by using a standard surface shader instead of an unlit shader for the base code.

8/11/2022 - First Person Controller Component

The camera was moving at an angle when moving the mouse only horizontally. The issue was caused because when I copied pasted my vertical movement code, I forgot to change one of the variables to X instead of Y.

There was an issue with the camera not moving at all, which was caused by me not putting the PlayerCam script in the PlayerCam object but instead on the CameraHolder object.

The player would not move at all when starting the scene. This was fixed by adding the script which controlled the character under void update.

The camera would be consistently stuttering when looking around. This was fixed by replacing all instances of delta time with smooth delta time instead.

Jumping would not work when I initially added it. The cause was not adding reset jump to the start void.

The game would not switch to crouch state when pressing the button, this was caused by using an if statement of the sprint state instead of an else if statement.

Issue with the head bobbing script not being able to access the move direction. Fixed by using an internal void.