

11/10/22

Had problems with the gravity of the car flipping over each time I turn

-tried locking Y axis but didn't work

17/10/22

Fixed the turning by making the car heavier in rigid body/increasing mass but encountered another problem where the car would spin out when turning

25/10/22

Fixed the spin-out issue by changing the suspension value to 1.

02/11/22

Had a minor issue where I couldn't detect the Input keys and had to change settings to allow both new and old inputs due to installing the new Input system package.

16/11/22

Had another minor issue with the Pause menu where It wouldn't be able to see my cursor turns out I had the `Cursor.visible` at false.

25/11/22

Got error "ArgumentOutOfRangeException: Index was out of range. Must be non-negative and less than the size of the collection." Turns out I needed a stop for the for loop.