11/10/2022

Predictive text/code was not working in Visual Studio. To fix this, I had to open Preferences in Unity and went to the ‘External Tools’ tab. I then selected “Microsoft Visual Studio 2022” from the ‘External Script Editor’ dropdown menu and pressed ‘Regenerate project files’.

11/10/2022

My sound clip would not play in Unity. As the sound was “coming from” a game object but being heard from the perspective of the main camera, I had to increase the audio range from the game object’s Inspector so that the main camera would be within its reach.

18/10/2022

The YouTube tutorial I was using to generate subtitles was using a trigger, whereas my audio clip is activated by pressing the ‘A’ key. And so instead of following that tutorial, I used Unity docs and looked for instructions on using the “WaitForSeconds” command and followed that instead.

25/10/2022

I encountered no issues whilst working on my third tutorial.

15/11/2022

I encountered no issues whilst working on my fourth tutorial.

29/11/2022

After coding the player to be destroyed once colliding with the enemy, the player was simply pushed by the enemy. I tried adjusting the shape and size of the player’s collider, but this made no difference. I then set the player to trigger and changed the code to work with triggers rather than collision. The player then mysteriously fell below the map, until I realised that the player was actually destroying the floor on contact. I used layers to stop the floor from being affected and then the enemy was successfully able to destroy the player.