Programming Journal

# 11/10/22

## Hello world

### Step by step guide to writing your first C# script

No problems encountered

# 18/10/22

## Splash screen tutorial

### Step by step guide to make a Splash screen

No problems encountered

# 25/10/22

## Dolly track tutorial

### Step by step guide to make a Dolly track with a camera

Dolly track camera kept going beyond the area in which I wanted it to orbit was fixed by rearranging the points in which the track should follow.

# 1/11/22

## Main menu tutorial

### Step by step guide to make a functioning Main menu

Was difficult figuring out at which point to screen capture so its easy to follow without having to read through large amounts of text.

# 5/11/22

## Third person shooter

### Controller

Bullet projectiles were not reaching a distance rather they kept falling on the floor from when they were instantiated. Was fixed by the direction on the X axis it can travel to be infinite/999f.

# 5/11/22

## Third person shooter

### Controller

Particle effects were randomly spawning behind the player. Fixed by turning them off in the scene till they were called.

# 6/11/22

## Third person shooter

### Controller

Armature character was teleporting to mouse position rather than staying in one position on aim. Fixed by changing a typographical error in the StarterAssets code, had “OnOnShoot”, so the variable wasn’t called.

# 7/11/22

## Third person shooter

### Controller

Aim zoom was not working. Fixed by attaching the C# script and calling on it in the StarterAssets script.

# 8/11/22

## Third person shooter

### Enemy spawn

When the enemies randomly spawn they’re sometimes floating in a T pose this is yet to be fixed as I neglected my work a bit and missed lessons.

# 11/11/22

## Cinemachine

### Camera

Cinemachine virtual camera kept focusing on the ground. Fixed by changing the initial position of the camera and its role to focus on a certain gameobject with a change in the FOV as well.

# 14/11/22

## Characters

### Animations

In the timeline some character animations didn’t work when I took the animation itself from mixamo, as well as even once put into the timeline they cut shorter than expected. Fixed by downloading the character performing the animation from mixamo directly as well as using the loop from unity function in the animations tab.

# 15/11/22

## Characters

### Textures

Characters textures didn’t load in properly from mixamo. Fixed this by changing how the textures are imported.