**Learning Journal**

11/10/22 – Audio was playing every time play state was entered. Fixed by setting play on awake function to off.

Ui sound was too loud, so I made it quieter within the audio source object.

18/10/22 – 3D Cube was colliding with player when contact was made. Fixed by setting is trigger to true.

Cinemachine cameras were not playing correctly in timeline. I corrected this by changing each camera to a virtual camera and then placing them on the timeline.

Transitions were not smooth, so I fixed those on the timeline too.

25/10/22 – Quality dropdown bar would appear to be working however the actual quality setting within unity was not changing. I tried several fixes before realising the bug was actually a visual glitch in unity. I fixed this by hovering my mouse over the project settings tab where the quality settings are for it to update to what I was changing it to with my dropdown.

Fullscreen mode setting wasn’t able to be tested in the unity editor. Had to build the project to test that it functioned properly. It did.

Resolution dropdown also couldn’t be tested in unity. Built game and tested, it worked correctly.

01/11/2022 – Nav Mesh Agent baked incorrectly onto my test plane. I realised I hadn’t selected the plane before baking so that is why nothing happened once I entered play state.

08/11/2022 - Ai turret arms were moving in the wrong axis for aiming at a target. Fixed by creating a parent gameobject and rotating it 90 degrees.

22/11/2022 – Bullet prefab wasn’t moving once fired. Added rigidbody and adjusted its settings which allowed it to move properly.

29/11/2022 – Unity debugged view drew lines incorrectly. Fixed within script and works properly now.