

Learning Journal

1- Security Camera Package 7/3/2023

- Didn't had any problems or errors while I was working on this package.

2- Chat box Package 14/3/2023

- This was the hardest package that I have done for this module, having a chat box with an AI was complex thing to do and had few problems with it.
- First error was how to add a username behind the text for the player not the AI, so I searched around and used the variable as a username then add that username behind the input text in the script, so it comes with the text.
- Second error was the colour for the texts, so I wanted to have green for the player and red for AI, I tried to use variable so I can change the colour in the unity, but it wasn't working, so I put it on the chatoutput text in the script and that was the solution.

3- Drag & Drop Package 21/3/2023.

- The problem that I had with this package was, I had written something wrong in the script, I used local position in the void mouse up, but I had to use only position so when the player drags the shape and drop it on the black shape, it would drop on it.

4- Countdown Timer 15/4/2023

- With this package, I had no problem with having a timer in my scene but my problem was how to freeze the scene after timer gets to zero, so I tried few ways and it didn't work but I was thinking that I can use the way that I freeze the scene when player pause the game, because I worked on a game last semester and had idea about this pausing part so I tried it and it worked.

5- Game Project 20/4/2023

- The only problem that I had with this project was, how to change the scene to game over scene, when the timer gets to zero. I tried to use a point counter so it can count how many shapes are in the correct form and then if they didn't put all shapes in the correct form and the timer got to zero, I used a scene manager.load scene in the script so it will change the scene to game over scene.