

Game programming Journal

Compass

Trying to understand how to limit a compass indicators to the bar.

This also has to be limited in relation to the camera fov and screen size.

This can be solved by finding the angle of the direction from the player to the vector that we are trying to compare to.

And i also need to limit the position of to within the bar element in the ui so that it doesn't move outside of it.

State machine

Figuring out how the state transition is meant to be handled

First i thought of just allowing the user to decide this for themselves in the state script, but this causes a lot of problems as keeping track of what state is transitionable and which isn't becomes very complicated to view, so i created the state data and rules system for each state, this means that the user can decide which state is active based on the rules of the current active state and whether or not the rules are successful or not decides if the state machine controller should transition or not.

Interaction system

Figuring out how to make the interaction decoupled from other components.

I did this by using an interface which the interaction component looks for when it collides with a collision body in the scene, this is also influence by a collision layer.

Objective System

I've been trying to figure out a way to create a signal between the objective and other game objects so that direct referencing is not required for the package to work with other components.

I tried to use the unity events to do this but i was having trouble connecting the event from the static class to the game object.