

Date:	<b><u>TECHNICAL PROBLEM</u></b>	<b><u>SOLUTION</u></b>
22/02/2023	The camera wasn't rotating.	I had the wrong camera script on the cameras.
22/02/2023	There's motion blur.	I removed the force that was being added to the camera.
27/02/23	The player couldn't shoot when the other cameras are active. The player could only shoot in first person.	I made an active camera script to let the other scripts know which camera is active and where to shoot from.
28/02/2023	I wanted the gun object to show in all the camera views.	I had to make a new layer mask and make all the camera views view that layermask.
28/02/2023	When shooting at the target, it was different for the 1st and 3rd person camera.	I had to make a new empty game object and call it target point. This point is the distance from the player to a target, instead of the centre of the camera view.
07/03/2023	The inventory systems for the guns wouldn't make sense because the mouse would be needed, but the mouse it being used to move the camera view and I couldn't use the number keys because they changed the camera views.	Use the scroll bar to change weapons and leave the inventory system out.
08/03/2023	The nav mesh isn't baking so the enemy AI isn't moving.	I removed the AI enemy and replaced it with a stationary enemy target.
14/03/23	When the player touched or collided with the enemy target the health wasn't decreasing.	The rigidbody and the capsule collider was separate on 2 different child objects of the enemy target. I had to put them together on one of the child objects on the enemy target.
15/03/23	The score wasn't updating everytime an enemy was eliminated.	Instead of making a new script, I added one line of code to the target script to add points when the object is destroyed and it worked.

21/03/23	The buttons were not working in the game over scene.	There was no event system so I had to add one.
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