

Learning Journal

14/02/2023

I started by thinking of what I wanted this project to be and had the thought of working on this as an inferior version of my AGP and started working on the 2D in 3D space turn-based game.

21/02/2023

Fixed shaders on the Unity scene to reflect my initial Idea.

28/02/2023

Kept working on the idea of adding movement and sprites as well as cinemachine cameras.

08/03/2023

Switched Ideas and started working on an Isometric game as I wanted to work on the two projects separately and working on components would be easier on the latter.

19/03/2023

Fixed Cinemachine and jittering player objects by setting the player's rigidbody to interpolate and set the camera to perspective.

22/03/2023

Introduced interactor component from AGP Idea and used it to create a working text box with animations and working dialogue.

29/03/2023

The text would not be recognised when being put into the dialogue manager turns out it was a TMPRO problem and swiftly added it to the code.

-It turns out the interactor did not have a return function; therefore, it would keep creating new instances, not allowing the button to work, so I fixed it right before finishing.

30/03/2023

Moved on to player attacks and wanted them to be somewhat melee however the attacks would only register sometimes so I added multiple debugs for the ray cast I was using to find out what was wrong, but nothing gave me an Idea so I stopped.

02/05/2023

Decided to change from melee attack to ranged bullet so I started working on that and It was way easier to understand.

03/05/2023

I added simple enemy AI where it just follows and attacks the player character but ran into the issue that it would kill way too fast, so I added a cooldown feature.