

Day 1

For this project I wanna make code that I can use over and over again for other games that I will be making, so for the most basic one of them all I will make a player controller to be able to control the character in a 3D space alongside being able to wall jump. Ok after 1 hour and 30 mins of trying to figure this out I will hold off on the wall jump mechanic for 3D, whilst it was quite simple to do in 2D it's much more difficult to do in 3D, need to move on to other lines of code but apart from that managed to get the player controller done.

Day 2

After thinking of a few ideas of what to add, I have decided I want to make a day and night system. With this, I can add more immersion into my games since the longer you take to do the objective the darker the scenery gets because of the day and night system.

2 hours have gone by and something just seems to be wrong, I don't know how to make different sky boxes to make for each scenery and it seems it will take an extremely long time. I have gone on google to help me but I'm not sure what it's telling me to do. I'm just gonna go on youtube and watch a video or two about it .

Day 4

I have been distracted with other coursework but now I'm back to coding the day and night system, decided to scrap the entire code that I had made with the help of google because I have found a much much MUCH better and easier method to help me on youtube, a tutorial I found so I'm gonna use that as help to get this part of the coding done. IT WORKS, after a bit of work and a few spelling mistakes that took way longer than it needed to to fix, the day and night system works and about every 5 minutes of so it will go from daytime to nighttime using the directional light without making different skyboxes for the different times of day.

Day 5

What does every player need, good enemies and obstacles to face as well as obstacles that get in the way to take away the players health. For now, I'm going to focus on the enemy script. Going for the basics, an enemy that hunts the player and takes health if

the player just touches the enemy. No issues on the enemy script since I had the player script help me with the code like the movement speed as well as the jumping height, then went on google to help me with code lines like how the enemy tracks the player, however I don't know how the player should attack the enemy....

Day 6

After thinking about it for a while as well as thinking what would be best suitable for my game, I decided the next line of work I do is to get a script done for the enemy head check. What this will basically do is that the script will check if the player had jumped on top of the enemies head, if it does then the enemy will either despawn or take damage from the player. Added a box collider on top of the enemy head (so far it's just a cube so it will just be a bit on top of the cube to symbolize the head) and if the player hits the box collider, that's how they will deal damage.

Day 7

What's every platformer's worst nightmare, spikes. I know it was my nightmare especially from the early sonic games, soooooooo why not add it into my game. Well that was pretty easy to make. All I had to do was to add the box collider and the damage it will do to the player, pretty anticlimactic compared to what I thought I had to do though I was gonna be spending a very long time on it. I think that's all of the scripts I wanna make for this project

Code	Epected Length	Actual Length	Any Adjustmetns
Player Control	3 Hours	1 Hour 30 mins	None
Wall Jump	5 Hours	TBD	scraped
Day And Night	5 hours	1 day	no different skyboxes
			code re worked from scratch
			used direction lights
Enemy script	3 hours	1 hour	None
Enemy Head Count	4 hours	30 minutes	None
Spikes	6 hours	3 hours	None

