**Learning Journal**

14/02/23 – AI wouldn’t follow the player as the player’s transform wasn’t set on the enemy object.

21/02/23 – Some audio sources weren’t playing correctly. Fixed by naming them exactly as they were elsewhere in the editor. The error was that the names had to have exact same spelling including uppercase and lowercase.

28/02/23 – Quit button needed debug so that it could be tested to see if it worked.

07/03/23 – Audio would go all out of sync if not same tempo or in 3d space so had to make them all same tempo and in 2d space.

14/03/23 – Movement was buggy, would get stuck on surfaces so fixed with friction.

21/03/23 – Double jump movement was infinite. Used a groundcheck function to only reset jump when in contact with ground and the player has a max jumps value of 2.

25/04/23 – Player sprite would face one direction so fixed left and right flip so the players eyes face left when moving left.

02/05/23 – Bell sound was in time with music but the game object to move with it was out of time. Fixed in script by adjusting invoke time so that it would hit in sync with the bell.

09/05/23 – Pause menu could be activated with escape but only resumed by clicking resume. Added escape functionality so mouse isn’t needed.