15/04/23 – 13:24

Currently my player cannot jump even though I have created a Jump segment on the code and the code doesn’t seem to be the problem.

Text

Description automatically generated

13:40

I have discovered the reason the player couldn’t jump. During the scene set up I forgot to add the proper Layer to the ground, making the Jump statement unable to work properly since I stated that unless the player is touching ground it cannot jump.

Graphical user interface

Description automatically generated

20/04/23

Text

Description automatically generated

I have discovered that the method I was using would directly destroy all the object it gets into contact with. After a while I decided to try a bunch of different methods without success until I decided to use the tags and a different void to destroy only the objects with those tags only.

Text

Description automatically generated

02/05/23



I have encountered this error which later I discovered was due to a missing variable when instantiating a prefab. To get this sorted I had to get into the prefab and add the player to the variable so when the prefab is instantiated it had the variable instantiated also.