

Programming learning Journal

28/11/23: I'm starting the module's coursework very late as I am not a very good coder and will need to teach myself programming in order to do the tutorials. I've decided for my first 2 tutorials i want to make the movement and interactable pickups.

05/12/23: I told myself how a rigid body works and how physics within unity code works. I wrote out scripts for both walking and interacting and added them to the game build. I also decided to do a jump pad and a teleporter because i've been told they are fairly simple to understand.

12/12/23: I have finished my tutorials now. It took me a while to understand relocating the players position to another object but I managed to do it in the end. The jump pad was easy enough. I've finished recording video examples of my final game build and I'm almost ready to upload it.