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Programming Journal

Week 1 7th November: I couldn’t be in class this week because I was in the hospital and thus couldn’t do any work.

Week 2 14th November: During this week, I planned out my game, what style I should make it as, and the key features and I found videos that will help me construct the game and its functions.

I began my work on making my TopDownCarController which is a system that allows me to make the car move. Currently, I’m trying to make the car physics work but the car isn't turning how it should be.

Week 3 21st November: I’ve made the TopDownCarController and fixed the issues that were brought up so I started making the Visual and Sound effects. The way I fixed these issues is by zeroing out the car sprite and game object to the centre of the scene as it was off-centre, thus it caused the car to drift to turn and drive to the left. Centring the game object and the sprite helped make the game more playable.

During this week, we had to change to MAC devices which caused errors in my project so I had to make a new branch on my GitHub so the main updates for Windows are not affected.

Finished the Visual effects using the video tutorial to guide me in this process.

The Sound effects caused some issues with the MAC branch and I had to edit them at home during the weekend. The issue was that the mixer and the original sounds that I had implemented into the editor previously were all gone so the fix was to simply redo the sound effect process by following the video tutorial.

Week 4 28th November: Another issue brewed from my Sound effects script as a warning was appearing in my console which was linked to the SFX mixer reference I didn’t get a proper reference for the code to call back to but due to the lack of time, I had to cut some features that I planned on adding. Because of this, I started the development of the checkpoint system which caused issues as the tutorial that I was following didn't give me a time tutorial.

To fix this new issue, I found a new tutorial that helps make a time system plus helps with setting up a time recording system. With this knowledge, I started making the checkpoint system, the issue I ran into was that the tutorials needed to demonstrate how to make a proper time trial checkpoint different from a race checkpoint version.

How I got around this was by taking the race checkpoint code and taking out the parts that weren't necessary for a time trial like for instance the position checker which measures the number of checkpoints a car has thus finding its position compared to other drivers and linking the leftover code which was the checkpoint list program to the time system so the game registers that the time should tick down when the first checkpoint is crossed.

Week 5 5th December: The game was complete but I still had a few errors and excess code that wasn't used. So when I started recording my tutorials, I decided to make a more simplified game that used the required parts of the code, the parts I removed from the final product were the previous lap recording function and the visual effects from the car which weren’t vital to the creation or function of the game.

During my polishing, I found out what was wrong with my Sound Effect script and why I was getting a warning in the console, the issue was that I referenced the wrong section in the editor so the program couldn't execute its function properly so it simply skipped over it. I fixed this issue by removing the wrong referral and linking a proper referral to the mixer volume dial which made the program commit to its function.

Before submission, I had to confirm the details with my tutor, and they brought up a good detail which was that I needed a tutorial on how to play the game itself so I created a video tutorial which is 3 and a half minutes where I explain the controls, the objective, how to play and demonstrating the script working.