**Learning journal**

November 21st

* I had issues with visual studio connecting to unity and providing autocomplete suggestions. This was because I didn’t have a visual studio selected as the preferred External script editor.
* I also didn’t have the “Game development with unity” option turned on when installing visual studio. A screenshot of a video game

  Description automatically generated
* When assigning the value of “rb” to Rigidbody, I forgot to drag the component into rb in unity, meaning that the player wasn’t effected by the script. A screenshot of a computer program

  Description automatically generated

November 27th

* Player wasn’t moving when force was added so I added a physic material to the player and set dynamic friction and static friction to 0, the player now moves freely on the floor.

November 28th

* I tried using both an “OnTriggerEnter” and “OnCollisionEnter” in the same script but it wasn’t working how I wanted, so I split the scripts into 2 separate ones now they work properly.

December 14th

* When adding a score counter and end game screens I accidentally used a text mesh pro rather than regular text. A screenshot of a computer

  Description automatically generated

To fix this I deleted the text mesh pro component and added a regular text component. A screenshot of a computer

Description automatically generated