**Nour’s Learning Journal**

**10/10/23**

I have used YouTube to help me make an FPS Controller in under a minute, at first it didn’t work but I realised that I didn’t add the rotation part for the Camera so that the player can move and look. That’s okay this is why it’s called Trial and Error. I have managed to make a tutorial on how I learned how to make an FPS Controller with some help from a YouTuber called Noblob, who does YouTube tutorials for Unity and coding with Visual Studio.

**17/10/23**

I have managed to make a Wall Run System in Unity by following a tutorial on how to make it and it was useful to add some wall running for the character even though I don’t think I can make the player go back however I am happy that I worked in the end before I knew I had to keep going through trial and error. At first, I had errors about the names I’d put in, like “Wall Run” and “Stop, " but after typing the rest of the code, I managed to fix that error by carrying on before further notice.

**24/10/23**

Adding Post Processing can be useful for your games. You can use it for environments at each level it can be useful for horror games, FPS games, and Parkour games so that you can add meaning to the story. You can add static, Motion blur and vignette to your Post Process. I have managed to make my third Tutorial on GitHub, but I will need to plan what my fourth and final tutorial will be about.

**31/10/23**

Making a moving platform was very difficult even with programming I don’t know what I kept doing wrong but I made a platform with little walls to prevent the player from falling so that I could adapt with the hope of making the system work. Allowing the player to jump to another platform. Even though I have managed to make 4th and final Tutorial for my lecture on Game Programming so that I can successfully make my prototype game for the University of Game Design and Development. I have managed to create a work document to put my 4 tutorials into the document so that I can put them into Moodle so that I can carry on with the rest of the lectures I am handling one module at a time so that I don’t get pressured.

**07/11/23**

I’ve followed a tutorial for how to make an automatic door when you go near a door. I have been trying to make the animation for the automatic door in the hope that I can create an auto door system where you can go through the door and proceed to the next thing. It was very tense at first then I let it go though and managed to make the door open when you go near it and make the door closed when you get off the trigger collision.

**14/11/23**

I’ve watched the tutorial on how to make a Teleport when going to the other side of the platform so that you can no longer worry about figuring out how to get across. I’ve managed to add the PSX low-resolution style based on inspirations from Bloodwash and Night at The Gates of Hell. I had help from Phil to fix the error of the project crashing when starting up, but I have also managed to make the main menu in the hope that the game gets together fine.

**21/11/23**

After with some help from David yesterday I managed to fix some issues and made a pressure door when you step on a button it opens the door. I got the idea from Portal when I first made a bool with whether it is an automatic door or even a pressure door for the prototype game to be more challenging.

I had managed to make a system where you enter a collision you return to the main menu after completing the prototype so that you can leave the game. I have managed to add some hints for players to fully understand how to play the game properly. I have fixed the issue by putting the text into the trigger section so that I can add some more hints without having to have the same hint repeatedly.

**28/11/23**

I had help with David again yesterday and he helped me with the cursor when the player returns to the main menu so that you can select a new game to try again now, I have uploaded the project into Git Hub thanks to Paul who is my lecturer for this lecture of Game Programming now that I have been making good progress. Also, I have managed to record and edit out the video so that I can make it in low quality and quicker due to the size of the other video I’ve exported. However, I do not want to upload it to Moodle yet, I don’t want anyone to think that I’ve rushed when I was trying not to.

**05/12/23**

I have managed to put the link to the game project into the Word document so that others will be able to access the project to see how well I did with my game. I will be facing struggles, but these will be the ones that can provide me with proper guidance in challenges like these. Now all there is left is to time the submission correctly without submitting it too early so that I can proceed to the next lecture and do the same. I hope I will get a good result for this.