**Learning Journal**

**10/10/2023**

I forgot to change the inputs when copying and pasting a line of code I had already wrote so to movements were happening on one input, so I had to go back and change the input on one of the lines of code. In future I need to be careful when copy and pasting code.

**17/10/2023**

The player wasn’t looking at mouse. I had to change the code so that the calculation needed to work this out was correct.

I realised I didn’t need to change the code and I had the marker for where the player was facing in the wrong place.

I had an error in Unity where the Shooting script wasn’t allowed to be put on anything and wouldn’t show up properly in unity. This was fixed by creating an error in the script and saving it to reload the script and then fixing it which allowed for the script to be added.

**24/10/2023**

I had an error when destroying an object and spawning an object. I fixed this by being more specific with what I was trying to destroy.

**31/10/2023**

I had an error when loading a scene saying that it couldn’t locate the scene. This was because misspelt the scene name.

**21/11/2023**

I had a problem getting my don’t destroy on load object to not create a copy of itself when replaying a scene. This would cause the first object to be overwritten by the new object. This was solved by making the object check for if it was the first one created and if it wasn’t then destroying itself.

**05/12/2023**

I couldn’t get an enemy death particle effect to play when the enemy died so I changed the code to instantiate the effect after the enemy died instead.

The particle effect is being destroyed by something, so I am changing the enemy code to destroy objects more precisely.

The particle effect was being instantiated as a child of the enemy so was being destroyed with the enemy. I changed it so it was instantiated as its own object.