**Game programming GitHub link and Learning Journal**

<https://github.com/dixonm25/Platform-game/tree/main>

**Learning Journal**

Throughout this module I have learnt how to code some basic functions for a platform explorer type game. I have also learnt how to modify code so that it fits what I have in mind for the game and solve any problems I may encounter.

**Movement and mouse problems**

* After I added a platform and a player object and started the game scene, my player object basically flew off the screen. After I removed the rigid body component from the player object this stopped happening. This is because rigidbody adds physics to the game objects, forcing it to apply gravity to the object.
* When the game scene started the player would levitate from the ground and would touch it. To fix this I had to change the players collider radius and height to match the objects size.
* Rotation was on the Y-axis wasn’t working. I forgot to add a “-“ Infront of “=mouseY”.
* Player was falling halfway through the ground when gravity was added. To fix this I had to adjust the character controller placement as I forgot to reset it before adding it to the cylinder of the player.

**Collectible problems**

* The only problem I had with the collectibles was that they wouldn’t disappear after colliding with them. To fix this problem all I had to do was add the “Player” tag to the player object, as I set the coins to only interact with objects with the “Player” tag on them in the code.

**Door problems**

* Door opening animation wouldn’t stop playing as soon as the game started. All I had to do to fix this was uncheck the “Play Automatically” box in the inspector tab. I also accidentally add a “;” at the end of the first line of the if statement, making it so that the animation wouldn’t play out properly.
* Another problem I had with the door was that after putting the hinge in the right place and making the door a child of it, it would still rotate at the center of the door and not where the hinge was. To fix this all I had to do was change “center” to “pivot” at the top of the scene screen.
* The last problem I had was that after picking up the key and opening the door, even though the door was open I could repeatedly open the door. To fix this all I had to do was disable the box collider on the door after opening it so that I couldn’t interact with it again.