17/10

When coding to make a character sprite move and flip based on direction, my first problem was that the character did not flip in the right direction. I solved this quite easily as I had simply mixed up the greater-than and less-than signs.

I also had a problem with the scale of the sprite. I had to re-scale it in order to flip it in the other direction, but it would grow to the wrong size. I realised I had to ensure the scale was exact in both the code and within the correct area of Unity.

31/10

I made code that allows players to click and drag sprites around the screen. The code did not function to begin with, as the sprite remained attached to the mouse after clicking whether it was being held or not. I realised this was because there was no line to set the isBeingHeld variable back to false, so I solved this issue by adding another line underneath the if statement, using OnMouseUp, that set it to false if the mouse was not being held.

Received an ‘Expecting’ error on my player script, where I had forgotten to close curly brackets on one of the if statements.

13/11

I made code that would set the camera to follow the player, but I received an error with this. I misunderstood what Vector2 and 3 meant, as I’d assumed I’d need to use Vector2 for the position and transform position, since my project was in 2D, but I needed to use Vector3, as that was what allowed the use of the Z axis.

22/11

I wanted to create a button that would teleport a bridge into place upon being collided with, but received an error when it was collided with, and the bridge did not teleport. I solved this by adding a collision tag to a specific object and an if statement to the script that would teleport the bridge if the object that collided had the tag I set.

28/11

I created a code that would teleport the player from one object to another. Initially, I the teleporter did not work despite not receiving any error messages. I eventually solved the issue when I moved the line of code that located the game object with the ‘Player’ tag from void Update into void Start, as I’d assumed this code would need to run during gameplay rather than as soon as is started.

5/12

I wanted to combine my player movement script with my sprite drag script by having the player transformations freeze when a sprite was being dragged. The issue was that as I needed the player script to detect if the isBeingHeld variable in the sprite drag script was true, I received an error when attempting to reference the variable. To get around this issue, I had to add a foreach line that searched for the script and isBeingHeld variable before I could add the if statement.

Received an ‘Expecting’ error on my player script, where I had forgotten to close curly brackets on one of the if statements.