**Learning Journal**

**8th Nov**

* I set up the scene and began contemplating what type of game I should try make. I thought I’d do something simple that covers the 3D space. I was going to do 2D but I thought I could cover more components in 3D.

**14th Nov**

* Began the script programming and learning Unity basics. I ended up having errors just loading my project because I transferred it from a different Unity version, so I had to find out what version I started it in and update it.

**18th Nov – 15th Dec**

* I encountered some errors when creating the scripts for movement, I had not assigned a rigid body component to the player object, so I resolved them once I did.
* When creating the pickup scripts, I got an error where unity says that member names could not be the same as their enclosing type. I couldn’t figure out exactly what this meant so I deleted it and left the pickup script aside for now.
* I tried adding my own character models I created but Unity wasn’t working well with it. The materials weren’t working well, and I couldn’t figure out how to separate the character animations from the rest of the scene that was imported and the rest position of the character. I’m not sure why these things were even imported so I gave up on trying to add it there.
* I resumed doing the pickup script. I ran into the same problem as before but this time I figured it out. I could not have the name of the script, or its public class be the same as the name of the variable, to fix this I just added another letter to the variable on the end. A black screen with white text

  Description automatically generated
* I ran into another error in the same script where Unity said ‘gameobject.getcomponent<t>() is a method which is not valid in the given context’. I solved this by adding brackets after the <text> in the line of code.
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