05/11/2024:

I have started the assignment given to us. To create 4 tutorials, 1 game prototype without any art, 1 video of us playing the prototype, with text or voice over describing what the game is about as you're playing it as well as any problems you encountered and 1 learning journal. I started off with the timer tutorial. This one was easy as all I had to do was create a TextMeshPro. This is what was going to be the timer display

12/11/2024:

Finished up my timer tutorial with some assistance as I wasn't sure how to get the countdown to start and reset. Paused on doing the tutorials to think on what my prototype would be since that would take longer to do. I then figured its best to get most of the tutorials out of the way then start thinking on it

16/11/2024:

No class today, I continued my tutorial but realised unity doesn't work well on my laptop

18/11/2024:

I moved onto doing the explosion tutorial. This one was by far the hardest one considering the fact I wasn't able to work on it at home. Youtube wasn't particularly helpful as I didn't know what correct terminology to use to find the exact tutorial, but with the lecturers help I managed to do it

24/11/2024:

Regretted not noting down how to do the explosion since there were many steps to do on unity including making the two halves of the cube's children to explosion prefab. I understood it again during the time doing it and kept repeating it repeatedly until I was certain I could do it by memory.

01/12/2024:

Started my prototype. I had inspiration of a game I did in my first year. A fruit ninja game but instead apples were falling down from the trees. Again, the hardest part was getting the apples to split open. The explosion tutorial wouldn't work since that was done in 3D but the game I have in mind would be done in 2D.

08/12/2024:

Continued the prototype. I figured I had to find an apple sprite on google, download the image and send it in to photoshop. Photoshop was used to split the apple in half. When I split the apple in half I saved both halves as separate photoshop projects so I could import them both in to unity. Then I used the rest of my explosion tutorial to do the explosion. This is when I realised my explosion tutorial done in 3D wasn't that far off from the 2D counterpart.

14/12/2024:

Finished both my movement tutorial and menu UI tutorial in the same day. I used the same project for my movement tutorial for the UI Aswell so it acted as a semi-finished gane. There were some problems connecting the pieces of code from the horizontal movement, jumping and UI. The movement script was working fine until I started doing UI. Once the UI script was done It seemed that some of the packages in the inspector in unity was reset, the gravity force, and move speed etc. But in the end I managed to fix it with assistance

07/01/2025:

Deadline is nearing. I have had trouble with work saving so the new versions have been overwritten. Nonetheless, no problems regarding the actual assignment. Tutorial is going well and I'm currently doing the explosion tutorial again. The PowerPoint didn't save at home so had to do tutorial from scratch. The main problem when tackling this tutorial is figuring out how to get a cube to split in two when I click it. This was done a few weeks ago but just went back to it today to rejog memory. Solution: create emptyobject (named explode) create two cubes, set one of the axis to 0.5 for both cubes, depending on where you're looking from. make those two halved cubes children of explode. Finished the explosion tutorial finally and it works perfectly.