Learning Journal

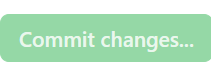
**29/10/2024**

On the 29 of October I started to use GitHub.as I already had a GitHub account made for a passed game jam. I had only made an account however I did not know how to use GitHub, properly .

So I thought of a solution which was to ask the teacher how to use GitHub and to explain all the features of git hub for example how to make a project and a repository.

And he explained it to he also showed me how to use the read me part of git hub.

Paul then explained how to save the repository. With a green button. The button says commit changes.

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**05/11/24**

On my first guide I wanted to make a guide on the main menu as I wanted to make one.

The first step is that you need a button which you can find in the hierarchy panel you also need to go to go to UI and select button 3 time for start button and exit button , and options button for the main menu.

In the lesson I also manged to make one button work which was the start button which starts the game.

I realized I needed to down load visual studio. This application works with unity so that you are able to code.

Then you will need to create a named method which you set as Game as public.

In the lesson I manage to make a button to work. The way To make a button to work I need to open visual studio and add the code you will then need create a new method named play game as public.

**12/11/24**

On the 12th of November I continued to work on the main menu In lesson I manged to make a new menu for options menu. I asked my friends how to make the option work in main menu.

I also I manged to make an exit button for the main menu. With the teachers help I also made a code that will exit the game once it’s been built in unity

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**26/11/24.**

In today lesson I finished my main menu tutorial and explained how you need to make a new scene for the game of main menu in the GitHub also manged to upload my unity project for main menu to git hub. Now I will be focusing on the unity health bar tutorial.

10/12/2024

I will be continuing to work on the second tutorial.

I’m watching a YouTube video tutorial. For health bar. Which I manged to watch.

so far I manged to make a health bar. Asset in the game engine unity.

I used a cube and made it to a rectangle and coloured the back ground black. you then need to go to source image and make an image to add to it then you duplicate the image and change the colour to red and call it red image..

That way it uses two images to change the colour as the player loses health.

Its hard to see in the tutorial. which brackets to use as I ended up using the wrong brackets Which made the code not work. As my unity came with errors

So I had to change the brackets to the curly brackets.

Which fixed the problem.

26/12/20

For my prototype I made a game with a jet that is flying in the sky . and dodging incoming rockets in the sky.

I made 3 scripts for the game. I made an enemy spawner which spawner the rockets will come from different directions but they will be coming from right to left.

I also made enemy movement which was in charge of controlling the rockets coming towards the player. I also made player movement script which controls the jet with the mouse. I drew the jet on pixel art which is a website. I also drew the rockets as well on the same website.

Then I downloaded the image and placed as a sprite in unity and made it the jet image to their player, and the rocket to the enemy I also added colliders box to both.

This what I did over the break I used a game idea that I have and improved it.

I drew the jet in pixel art on an online website.

08/01/25

The first step is to open unity hub. and make a project. you will need to name the project any name of your choice. But for this tutorial I will call the project player movement.

I found player movement to be a bit difficult as sometimes I would use the wrong brackets which would cause problems

I encountered a problem once I finished the script there player would not move I found out that I did not add game object

Which I needed to do this create an empty game object. you put it at the button of your player create a layer you call it Ison ground and assign floor is on ground. you drag the rigidbody into the rigidbody in the script. and drag the empty game object into player transform in the scrpt. you make the empty into the child of the player

11/01/2025

Today I worked on triple jumping guide I worked on

The triangle will be the player. you will also need to add a box collider and rigidbody 2D you will go to the hierarchy and add an game object to the player create an empty game object. you put it at the button of your player

I also managed to figure out how to make the player triple jump

It was similar to player movement but your focusing on the jumping part.