Learning journal

30/10/2024

Coming up with ideas for what game prototype I am making. I first thought of a 2d puzzle game or a maze game with plenty of pick ups and enemies. I wanted to understand the 3D aspect of Unity, so I decided to go for a first-person shooter type game. I had many ideas and stories on what the game would be about and how it would play. The main aim of the game is that you are locked in a house and demons from the outside are trying to get in, you must hit them with projectiles to stop the demons from tearing the house down and getting to you. There is a countdown and if the timer runs out, the demons will automatically get you.

05/11/2024

Searching up on YouTube how to move my character in first person. Many errors occurred finding out that the Youtuber was using an older version of Unity. Most Youtubers provided codes, but did not explain how they got the codes and what they meant. The Youtuber ended telling us to copy and paste his code, but once added to Unity, I had over 999+ errors.

12/11/2024

Help from a friend that advised that I check for small mistakes and that my script is attached to my game object. And finishing the script.

25/11/2024

Making a Timer didn’t only require code, but it needed a Text (TMP). The teacher (Paul) advised that this will allow me to set the countdown time. I also had to make sure that I add the script to the TMP.

04/12/2024

There was a problem later with movement. The main character’s control was a bit of and every time I moved fast moving left to right, my character would fall. The teacher advised that I head to the inspector and apply gravity to the object. I also changed a few codes because there was an error and a specific code that would make my capsule fall horizontally.

12/12/2024

Decided to use PowerPoint because I am mostly used to using that than GitHub. Writing down the tutorial for movement was tricky because most videos did not explain the codes. Searching on google gave me the information with their AI generated feature. Taking screenshots from my scripts.

17/12/2024

Making the timer tutorial. Explaining how I got the timer to display on my game and explaining meanings in the script.

27/12/2024

Making of the shooting script. I was difficult because something in the script didn’t work causing many errors. I had help from a friend because I messed up an IF statement and I haven’t assigned the script to anything.

07/01/2025

Working in the Unity project to make a gun. The problem was the gun would not stick to the player. But making them join in the hierarchy helped and making a collider. Also setting the camera right so that it follows the player and the gun.

Making the tutorial for the gun. Explaining the errors in it not following the player and the key words needed to understand what the meaning of some codes were.

Making a projectile to shoot out of the gun. I didn’t know how to make it work so I called the teacher Paul to help me with this. He helped me with the coding and advised that I make a 3D object, scale the object to fit the gun and make a Rigid body. Then I selected a cube, added the collision script to the boxes, and duplicated them so that every time I shoot a box, they will disappear.

Making of the Collision script. Explaining what the teacher told me and showing step by step guides to how you add the projectiles and what to add in the scripts.

References: <https://www.youtube.com/watch?v=1uW-GbHrtQc>

<https://www.youtube.com/watch?v=f473C43s8nE>

<https://www.youtube.com/watch?v=EwiUomzehKU>