

Specialisms 2:

Programming

08/02/2022:

I decided to take programming this year for my second specialism as over Christmas I had a large influx of creative ideas that I wanted to work on but lacked the mental knowledge of coding to actually bring those thoughts to demos or anything further. So I felt a module specifically aimed at programming would essentially force me to learn to code and take me out of my designer comfort zone.

Today was our first lecture on specialism programming. I took a look at the briefs and they seemed okay on the surface. What helped significantly was the categories of '*Beginner*', '*Intermediate*' and '*Advanced*', this really helped me understand where I should be positioning myself and set my expectations on what I was likely going to achieve by the end of the semester. Going into this I aimed to complete 1 beginner, 2 intermediates and 1 advanced task, however, I feel this will likely be changed depending on my output on the beginner level task I have started today 'Rolling Roads', where I have gotten up to a good point in today's session and created all the required prefabs. I can see my current issue which will be a task for home, but having the platforms move and spawn at the end of another platform comes across as a heavy task to understand.

15/02/2022:

After a week of programming and getting back into the flow of things, I hit a bit of a bump. I couldn't figure out how to specifically get the platforms to move to imitate player movement, I would know how to create this with placement on a constant X or Z moving player, however, the brief specifies otherwise.

I will most definitely come back to this brief and attempt to redo it. Even if it is with just the player movement, I will hopefully get extra credit for at least attempting the brief. This will either be my fourth or fifth bonus brief. I decided to change my first brief to the fairly simple FPS counter, choosing this and completing it rather quickly put me back into a comfortable position in terms of where my peers are at in the class with 1 brief being done every 2-3 weeks. The FPS counter, despite being only a few lines of code and a very simple setup for the package, is a script I will be able to use on future projects such as my AGP.

I am determined to push myself into learning to program more and understand how to read and solve different solutions, so completing a more difficult brief is something that I am definitely more inclined to put upon myself.

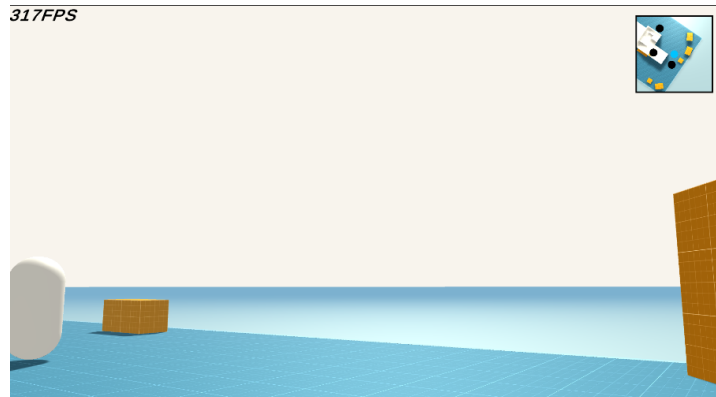
01/03/2022:

During our reading week, I worked on two briefs to better prepare myself, not only for the show and tell this week, but also to put myself in a more comfortable position and give myself more time in other modules and in my private life, getting ahead of the game is always my goal.

I worked on the minimap/radar brief which came along rather well as well as the scrolling materials script. I also decided to combine all scripts and have them functioning in one scene for an easier way of viewing each brief. When handing in I will hand in a package with all 4 briefs in one scene as well as 4 individual packages, that way you can see how they can work independently as well as in conjunction with other scripts.

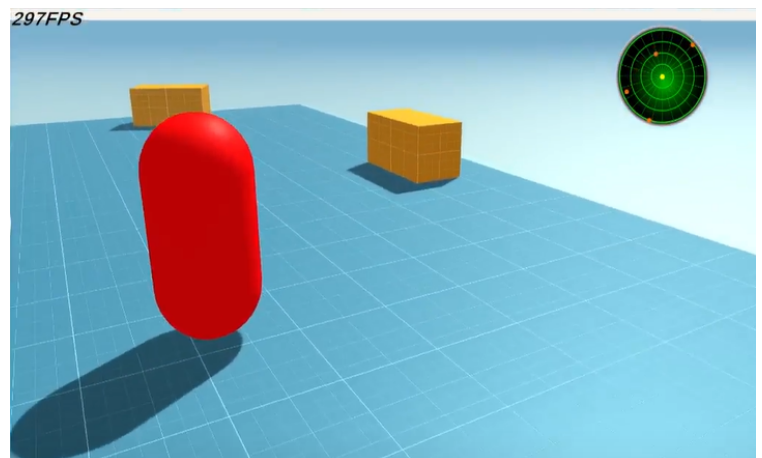
03/03/2022:

Today was the show and tell, and with that, I have some work to do on my current work. Unfortunately, I forgot to upload the video of my scene with my scripts onto GDrive, so I had to compromise with some screenshots, which in retrospect I realised very quickly when showing an FPS counter, a functioning minimap and a scrolling texture, stationary pictures won't quite be as convincing. I had some good feedback from Rob and Mark in regards to my minimap which was to make it a bit more radar-like, and after seeing other people's takes on the same brief I completely agree, and I am even aiming to add the enemies on the edge of the radar. So with that for the next show and tell I want to improve and redo that minimap and obviously bring a video to prove my briefs.

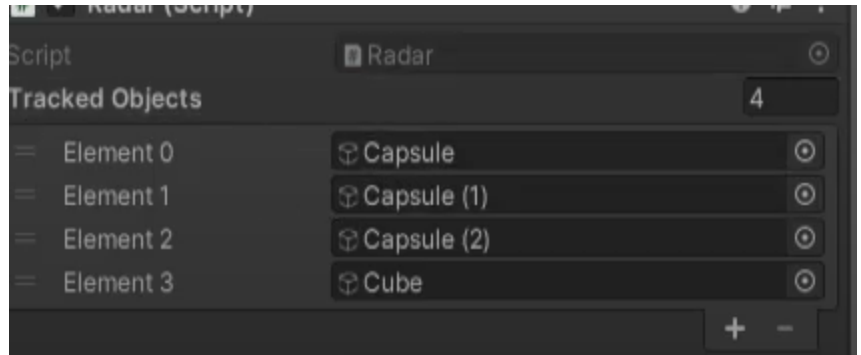


17/03/2022:

After taking time for other modules I have come back this week to improve on my minimap/radar. I certainly feel like this is a big improvement from what I had before, as this radar looks visually better, but also works a lot better as well as it has the added function of tracking enemies/items on the border of the radar.



The addition to also being able to just drag and drop in a 3D object into the 'Tracked Objects' section of the script allows for easy additions and changes that may come when using this system.



After going back and making changes and having this final result I certainly feel more confident about programming, I certainly have a lot more to do before I am finished but the next 2 briefs should hopefully be a bit smoother. This brief taught me there is more than a single way to program something, and making things easier to understand like leaving //notes is a great way for me to look back on the scripts I made to apply some of the components or full scripts into other projects.

09/04/2022:

For my third brief, I decided to take on the instanced scrolling texture brief. It was a fairly simple script to create and I saw others' work in this brief showed off their coding capabilities I am not quite there with the understanding quite yet. However, working on these simple fundamentals within the programming briefs has helped me understand things a lot easier as I am able to look at each line and analyse the uses of each section of a script.

28/04/2022:

After a short break from specialism briefs, we came back and did a Show and Tell to showcase our currently created briefs. My feedback with Andy was super helpful and highlighted exactly what I wanted to go for which was having all my briefs shown off in one scene so this made me happy that I was doing something rather unique in my presentation. So I knew for my final brief I had to follow my current trend and incorporate it into this all-inclusive scene I had created to easily show off what I had made.

04/05/2022:

So today I started my SpeedOMeter brief #4, and this one took a bit of rejigging to get everything to work properly. The scriptwriting wasn't too difficult after watching a few tutorials on how people got theirs to work. The issue I had with this was getting my character to move, as the default movement system that was in the demo scene did not use a rigidbody so I needed to use a movement system that took use of the rigidbody component. George gladly gave me the movement system he had been developing on his AGP which uses the rigidbody component so after applying this movement system to the player it started to work which I was really happy to see. After that, I just had to adjust some of the other briefs to work with this new system as it broke parts of the radar like the camera rotation, however, this was a quick fix.

With this final brief completed that marks me being done with Programming Specialism. Please see my reflective log for my reflections on this module.