Reflective statement

I started my first brief, the Radar, on the 8th of February. I searched youtube tutorials on how to make a radar in unity; after skimming through 5 different videos I finally chose one and started the unity project. When the video started, I realised I wanted a first person camera view, so I went back to youtube to search for a tutorial on how to do this. Once this was completed, I followed the radar tutorial video step by step and found a radar image on google images to implement into the project. The code was straightforward to me and I found it simple to make. Once I got the radar working and tracking objects, I started to make the project look better by adding more objects to track, but it was working. I fixed this by switching the layers the objects were on. It took me 2 weeks to fully complete my first brief.

I started my second brief on the 22nd of February. I went to youtube to search how to make an endless runner game in Unity and lots of different tutorials popped up. The tutorial I chose was a series, and it started off by creating a camera follow script and then the player movement. I found no issues creating these because it was easy to understand. Next, I had to instantiate the tiles the player will be running on. I wanted my endless runner game to have different tiles, but the tutorial I was following only had one tile so I went to go find another tutorial. I didn't find a tutorial that did what I wanted, so I used my previous programming knowledge and created an array and randomising code that the tiles can randomly instantiate from. This worked and I was happy. The next step was code buttons for the player to turn left or right when the tiles changed direction and to get the camera to continue following the player. I searched Youtube and Github looking for code that could make this work and spent a week trying different codes being suggested. None of them worked. I resorted to making an endless runner going in one direction, but having obstacles for the player to avoid while running and adding better code to randomise the tiles- I found while looking for advanced camera follow scripts into the game. I then made 5 different tiles that could be randomly instantiated and changed the code back to the original working code. I spent 3 weeks on this brief before I went on to the next.

I attempted my third brief, bowling, on the 15th of March to challenge myself and see if I could do an intermediate brief. Like before, I started by searching youtube for tutorials on how to make a bowling game in unity and lots of results came up. I chose a video that was uncomplicated and started my project by creating the pins, bowling ball and bowling alley game objects. I then made player controls for moving the ball and adding physics to the pins for them to fall when they get hit. This was simple, and continued to make a simple scoring system that counts and adds your points every time a pin touches the ground after being hit. I finished this in a week and went back to check the brief one last time. I saw the brief asked for a ten pin bowling game using traditional scoring rules. My next task was to find a video or code explaining how to do this. I spent the next two weeks trying to make a new scoring

script that works within the game but it either didn't work or was too complicated. I figured I have already spent 2 weeks trying to do the traditional scoring system and time is running out, so I'll do another brief and come back to this if I have time left.

The next brief I started on the 1st of April. I chose to do the speedometer brief. The tutorial on youtube I chose only explained how to make a working speedometer, and how to apply it to an object with a rigidbody, but did not show it in a game. Nonetheless, I still followed it and created a speedometer. I found this easy and trouble-free and learnt how to make unity create labels without me making them each individually. Next, I made a player object and made controls and made a reference in the speedometer script to the player for the speed to be calculated and changed to mph. Once this was done, I realised the player had a constant speed which I found boring. The following week I searched youtube on how to add velocity, acceleration and deceleration to a game object. This went wrong because I tried to add and change the script based on multiple tutorials, instead of making a new one and following a specific tutorial. The next week I decided to take a break so that I can come back with a refreshed mind.

On the 18th of april I went back to my radar project and spent the day making the radar into a maze game. I added tall walls and moved the positions of the trackable objects. I found textures online and added a leaf texture to the walls and a dirt ground texture to the floor. The next day I went back to my speedometer project to add textures. I found a brick floor and brick wall texture to add to the game to make it cooler to look at. I then found a city background image and tried to add it to the camera view, but I didn't figure it out so I just left it.

Then next week I found a video explaining different ways to make a game object move in unity. I deleted my previous player script and started a new one, following the quick tutorial. Once it was done, and worked, I spent the rest of the week double checking if there were any problems. Next time, I would use my extra time to finish a project I haven't completed, start a new project or to improve my games by adding collecting points or lives.