Reflective Form- Kwabena Osei-Tutu

My goal for the programming specialism was to learn or to find out how to make specific games that I was instructed to make and figure it how to make a similar game next time or to learn the tricks and use it later. So that later I can make my games when I get hung of Unity and learn the basic tricks that I need to know. I can transfer it to other projects that I can do later.

For my brief one, I chose to do the Rolling Road brief, in which I changed the name to the Endless Runner to make it easier to understand what I was trying to do. So, I found a tutorial on making an infinite runner game on YouTube since I don’t know much about coding. In the tutorial, how the mechanics for the game will work like the loopless platform that the player will run on. As the player moves, the platform will destroy itself once the player leaves the area so the engine doesn’t crash. I had trouble even though I was following the tutorial. I had not specified the location I wanted the engine to pick, so it didn’t work. I asked the teacher for help, and he helped me fix my problem. Here is a picture of one of the things I got stuck on what I got stuck on.

Text

Description automatically generated

The mistake was that I had made the player that I circled A capital p instead of lowercase, so the engine wasn’t picking up anything related to this component. I was getting errors every time I ran my game which I got help and got fixed.

The second mistake was that I did not specify the text that I would like the engine to read, so when I started the game, the player moved, but the distance travelled text did not move. I learned that when doing UI-related activities, you must add (. Whatever) when you plan to use it in the scripts.

Here is a picture of the other thing I got stuck on.

Graphical user interface, text

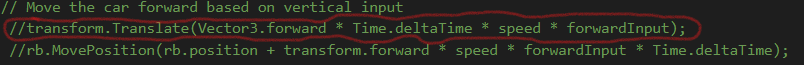
Description automatically generated

The mistake I made was that I forgot to add (.text), so the engine was picking up the whole text UI component, not the area I wanted it to pick, so it didn’t work until I got the teacher’s help and then he pointed this mistake out and the game was working the distanced travelled was working correctly.

A picture containing text

Description automatically generatedFor brief two, I chose the Speedometer brief. Where I had to show the speed of a moving vehicle, I added a red van to see if the speedometer worked. So I got pictures from the net and added them to the UI Image to make a proper Speedometer. Then I found a tutorial that showed how to make a speedometer so that I could learn the mechanics for later. The speedometer was going ok, but then I ran into problems. The Speedometer had minimum and maximum limits, which were 0 and 260, but the car went over the limit when it fell out of the environment or when I crashed into a crate. Here is a picture to show this.

The Speedometer goes over the limit shown in this picture. I could do nothing about it, So I left it since my goal was to show that the Speedometer worked as I wanted. The mistake I later ran into was that even though I setup the speedometer, the car’s driving speed wasn’t picked up, so I later had to ask the teacher for help which then, in one of the scripts, added a new code which tells the engine to check the speed force of the car and transfer it to Speedometer. Then the Speedometer was working correctly. Here is a picture of how the mistake was fixed.



I used the circle code before it was changed to the one below. It didn’t allow the speedometer to pick up the car’s speed, so it was changed.

Text

Description automatically generated

The circled code was the new code that the teacher replaced with the old code of the player movement to this new player code so that the speedometer could detect player movements.

Text

Description automatically generatedI did the FPS(Frame Per Second) Counter for my third brief. I had to make the FPS Counter show on the editor’s screen but not in the game's final build. So, I found a tutorial on how to build an FPS Counter or display. So I could learn the mechanics later. I made the FPS show on the screen, but then I had a problem. It also appeared on the final build, which wasn’t what the brief wanted. So I got help from the teacher, then he said I should search for it on the net. When I did, I got the answer I wanted, added it to my game, and made it only appear in the editor, not the final build. Below are what I had before and what I changed.

Text

Description automatically generatedThis is what I had before, and it worked. It allowed the text to show the FPS happing, but it also showed up on the final build. So the answer that I got from the net will be shown below.



The Two circled codes allow me to make the FPS show only on the editor as long as in between the code at the top and bottom, which tells the engine that only when playing on the editor will it show up.

So far, I have learned to always think of other ways to solve problems when I get myself in a pickle when programming. Also, when coding, you must be direct; otherwise, you will always get errors in your code, which can get frustrating. Doing these briefs allowed me to learn more about Unity and the different situations I will have to go through to improve at using Unity and making different types of games. Going through the other kinds of briefs that are simple to understand and not so simple helped me learn more about unity, even though I couldn’t do some of them because it was too hard for me now. Next time I hope to be able to do those briefs.

I used these tutorials to be able to do my brief :

<https://www.youtube.com/playlist?list=PLvcJYjdXa962PHXFjQ5ugP59Ayia-rxM3>

<https://www.youtube.com/watch?v=CC8j_fU2GTQ&ab_channel=TheDeveloper>

<https://www.youtube.com/watch?v=xOCScMQIxrU&t=400s&ab_channel=AIA>