Development diary for final year project

Weak 1

For this weak i just focused on getting a Github repository set up and ready for development to begin.

Weak 2

I began the week by making a start scene with a plane and a capsule to use as the ground and unit respectively. After I added them into the world I added navigation to the plane and a nav mesh agent onto the capsule to be used in a script to help the unit navigate. I then set up; a base unit class which currently will only hold two boolean values for checks. The two boolean variables test if the unit is a player’s unit and if the unit is selected. After that I set up a script for the camera which adds movement to the camera when the player uses the movement keys. The movement works by applying a translation vector to the camera’s transform vector with y being 0 and x and z varying depending on input with movement keys with the value defaulting to 0 when input is not present. The camera class also holds functionality for when the player left clicks and right clicks the mouse. When the player left clicks the mouse the camera does a raycast and tests to see if the ray hits a unit. After this the camera also tests if the unit belongs to the player. If the unit is found to belong to the player it either becomes selected or deselected depending on its current selection state. If the player right clicks then the camera again does a raycast but records the point of impact if the raycast hits an object. After this the code loops through the objects to find any selected units. Any units that are selected gets given the raycast hit point to be their new destination for the nav mesh agent to navigate to.