Game programming coursework

Maryam Zahid Yunis,s2002824

BSc/BSc (Hons) Computer Games (Design)

*I confirm that the code contained in this file (other than that provided or authorized) is all my own work and has not been submitted elsewhere in fulfilment of this or any other award. Signature.*

**CONTENTS** **Page**

1. What I Struggled With ……………………………………………………………………………………… 2

2. How I Over Came the Issue …………………………………………….………………………………… 2

3. What I learnt From My Mistakes ……………………….……..………………………………………. 2

1. What I Struggled With

To type out the needed syntax wasn’t something I struggled with as I had the correct guidance through the Introduction to Programming labs that I had previously completed. The main thing I struggled with was making small mistakes that would cause the entire script to stop working. There were times where I would forget to add in a semi-colon after a line of code which would make an error in the script, or I would get confused with the capitalisation which would cause me to have to re-read through the entire code and double check Unity to find the problem.

2. How I Over Came the Issue

When I would miss out small details like the punctuation such as, double brackets after a function name or semi-colons after a line of code, I would get an error message pop up in Unity in the console panel. Which would say “expected” meaning that something is missing, this function in Unity was extremely helpful as it would help me know that I had to go back and read through the code to find where I had messed up and correct the code. When it came to getting the capitalisation wrong I would either again get an error message in the console panel in Unity or would have to check the name of the game object in Unity to make sure they were the same. If the name of the game object was a non-capital letter and the name of the game object on the script was capital, the entire code for that game object would not work. This was especially hard for me as I would always assume that the names were the same and then look for problems elsewhere until I realise that that problem was within the game objects name.

3. What I learnt From My Mistakes

These Issues made me realise just how intricate coding a script can be and how much attention you must pay to small details within the code. I also realised how I cannot neglect any of the details no matter how insignificant they feel as every character in the code needs to be accurate.