

Learning Journal

In coursework one, I have made 4 tutorials, explaining what each of the code does and how all of them can be used for a simple game. I did not have as much problems for this assessment as the code wasn't as complicated, originally I had more complex codes but the information was vague and confusing for me to understand.

Tutorial 1 - Smooth Camera

In tutorial one, I have learnt how to make camera feels more smoothed and glide nicely along with the player. Camera is one of the important asset that is needed in the game, so I wanted a camera that runs along nicely with the player.

In this tutorial I learnt what the different variables do except for "Lerp", but did had a understanding of what it might does which is a smooth transitions from point A to point B. I have follow this tutorial elsewhere which was from Brackey's smoothed camera tutorial.

Tutorial 2 - Simple Character Movement

In this tutorial i have made a simple character movement allowing the player to move in different axis.

In this tutorial I have improved my understanding of using transform and the 3D axis within the code. Understand how transform, Time.deltaTime and speed works around each other. The tutorial was simple but improved my area in the base code. I have follow this tutorial on youtube as it's one of the more simplified move mechanic.

Tutorial 3 - Obstacles Waypoint

For this tutorial I have decided to make a moveable static object acting as obstacles in the level or as a support for the character.

For this script of code I was able to understand the different way to make the object moveable by code. At first I wanted to try using NavMesh for the moveable objects but it work differently, only in the NavMesh environment. So i went for a simplified version and learnt how to use "WPradius" and "Arrays" to make the waypoints. Placing the empty game object in different positions and place it in the array.

Tutorial 4 - Collecting Coins (Trigger)

In tutorial 4 I have made a simple point base system which is to collect the coins around the level. As well showing the score on the top left corner of the player's screen.

What I've learnt from this tutorial is that I was able to make a simple points mechanic revolving around picking up coins. Basically using colliders to trigger the object, deleting it and at the same time adding points to the GUI script code within the player script.