Havoc’s Castle (Personal Projects)  
Dev Dairy:

1st week

<https://aamatniekss.itch.io/fantasy-knight-free-pixelart-animated-character>

I used this asset for my character.

A screen shot of a computer program

Description automatically generated

This is the code I used for my character movement. Initially the player could not jump and spent the whole time trying to figure out why.

A white text on a black background

Description automatically generated

I found out t was because I set the player velocity to 0 by accident when adding the horizontal input the rigid body.

A screen shot of a computer program

Description automatically generatedI used ChatGPT to help me figure out how to make the player jump as a lot of tutorials were confusing me. So, I sued a physics overlap circle to check if the player is grounded. This checks if there is anything overlapping the set layer mask in the unity editor which allows the player to jump. This stops the player for spamming the jump button in the air.

A screenshot of a video game

Description automatically generated

I made an invisible box as child actor for the player to be able to check if they player is on the ground. (I should probably make the Ground checker smaller.)

I made the variables public and added the ground checker.

A screenshot of a computer program

Description automatically generated

I also made a layer for the ground A screenshot of a computer

Description automatically generated

After this the player was able to move and jump freely without any problems.

Camera:

A screen shot of a computer program

Description automatically generated

I made a follow player script for the camera. I got the players transform and added by an offset which can be configured in the unity editor to move it away from the player that way it isnt inside it.

I also used late update instead of the update function. This allows for more accurate and smooth camera following so that it updates right before the player moves rather than updating as the player is moving which can mess up the camera follow.