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| Entry# | Date | Tasks Completed | Challenges Faces/Issues | Next Steps |
| 1 | 3rd July | * Added a Player Object and wrote a Player Controller Script to Script and move it. | * Had no idea how to see what direction the Player is “Facing” * Had no idea how to freeze movements for a cutscene/dialogue. | Creating Basic Interactable for the Player to Interact with (Puzzle Mechanics) |
| 2 | 4th July | * Added a Pushable Box * Added a Wincon Script | * Originally had no idea how to program it to move; Use a code to push the block by its width when a button is pressed or when walked into? Ended up using Unity built-in Rigidbody component which made the box move when pushed by the player | Creating interactable Items as I wanted the player to be able to throw “Throw” trash into the bin as a responsible citizen. |
| 3 | 10th July | * Added Fodder Objects with “Item” Tag attached to it and scripted the Player to be able to pick it up | * I had troubles integrating the other parts together to allow the character to store one item into its inventory as it would allow pickup for multiple items | Allow the player to drop the item in the direction it was “Facing” and spawn it back into the world. |
| 4 | 11th July | * Changed the Player controller script so it registered the last direction movement as the direction the player was moving. * Added a script for the player to drop the item | * It was confusing at first to figure out how to drop the item. Originally I had the player destroy the game object which completely got rid of it so I was no longer able to spawn the game object | Creating the winning condition of the game, throwing “Trash”  Which will then trigger the door to have collision and allow the player to win |
| 5 | 11th July | * Added Trash into the game and a Bin which will collect the trash which will then be connected to another script which will add 1 to progress count | * Had not idea how to ID the items. Debating if naming the items ITEM\_name and using ITEM to search instead of using compare\_tag so that the tag could be “Trash”, “Key” and the different item types. At this point of time the Trash item uses the item tag and is searched for with the bin for item tag with name LIKE trash | Implement the Progress tracker and allow the player to score progress which will unlock the door (wincon) |
| 6 | 16th July | * Noticed that people would use “get axis” built inside unity to move player controller instead of getting WASD and arrow keys individually. Changed the method for movement to use get axis to consolidate the character movement code even more. Also removed the debug log for “can move” as I have proved it is working, it will also lag the game, continuously checking. Every frame. |  |  |
| 7 | 16th July | * Added in the Progress Checker + WinCon * Added a script to move the camera to the player’s location so it moves along with the player | * Had a few troubles to reference the different scripts to allow it to work together but I managed to get it to work together. * I had to decide which was the best way to move the camera but since I had limited knowledge in this area, I decided to stick to the very basics and just brings the camera to the player’s position every frame | Implementation of Key and locked doors |
| 8 | 16th July | * Implemented Door and Key mechanic into the game | * There are way better ways to create the system as I used Name matching “StartsWith” “EndsWith” to check if the key is correct for the door. |  |
| 9 | 17th July | * Implemented simple dialogue ingame picking up items and dropping items | * It was a little tricky because everything was happening at once making some of the script stop. I solved that using couroutines and make it wait before continuing the action |  |