This assignment was a bit of a struggle for me, but it really taught me a lot and gave me a better grasp of how to use Unity in general. I decided to follow the 23 part series posted in the assignment, as well as a mix of other Youtube videos to help me along the way. I started the game by first creating my player and movement scripts. Setting up the movement was pretty simple and was something I was already familiar with. It was the same thing with the animations, as I already had experience setting those up before. I implemented basic key features into the game such as camera movement. This introduced me to a new package called Cinemachine, making it a lot easier for me to handle camera following and bounds. I also implemented items, allowing the player to pick them up, add them to their inventory/hotbar, and use them. Currently, the items have no functional usage, but are able to be called upon by the hotbar. The first major challenge I faced was creating the UI. In my game, I created an interactable inventory that the player can use to view and move their items around. I had some issues trying to get the slots in the right places. Trying to find the solution to simple bugs like this is frustrating, especially when I finally figure it out and see that the solution was right in front of me. This assignment really taught me the fundamentals of creating a scalable UI. It showed me how to use panels to have multiple interfaces for the player to open up. The player is able to press tab to open the menu interface, with tabs that allow the player to switch from different pages such as inventory, player, map, or settings. Another major problem came to me as I tried to implement features that required mouse clicks to trigger events. This issue arose when I tried to create dialogue interactions with an NPC. The interaction works by the player coming up to the NPC and pressing E. This opens up a new UI panel called dialogue that displays the text.

There is also a continue button that allows the player to go to the next line. Walking away from the NPC causes the dialogue box to go away. Issues came for me when I tried to implement the continue button. It appeared as clickable, but would not do anything even when I had the correct assignments and set up. I was finally able to fix the issue by deleting other UI elements that I was testing out before. This showed me how important it is to keep a central UI object that holds the other panels. When I kept it separate, my clicks were being blocked and the continue button was not able to register them. Overall, this assignment was a great learning experience. Though there are a few bugs that still bother me and I want to fix, it motivates me to continue working on this game.