Development Log

Week 1

For this program I look on the unity Website and looked on moving the object I followed the video to make the code to make the cube move and it was successful

Week 2

For this program I looked on the codes that is on Github and tried it out for myself. Then I made 3d balls and made them rotate like planets this was successful

Week 3

For this program I look on a YouTube video made by my classmates and followed it on what codes I need to put in. Also used it to set up the scene. When done I looked on wiki to find old English and typed them up in the boxes. Tested the button and it works.

Week 4

For this program I followed the codes on Github and tried to build it myself, however was only able to put in health bar and make the player move monsters added with codes was not working despite the codes are correct

Week 5

For this program I used the codes from Github to make this. Code was correct and it works however I could not add them to the function for unknown resons, will need to test this out more.

Week 6

For this program I used the codes on Github. I then built up the scene myself. Tested it and the codes works perfectly.

Week 7

For this program used the code from Github. Code is correct but the object did not change colour. Will need to experiment on this more.

Game Project

Made a simple game but is still in development. Used the codes from unity tutorial. Was able to make the player roll about adding the rigging and adjusting the speed, this work well. Also made the camera follow the player with the code from the tutorial. This one also worked well. I then added a function to destroy the object player if it falls over the edge. This works although I do get an error despite the code being playable. Will need to look it up in the future. Also added play exit buttons but left it uncompleted as they were difficult to understand will need to look on this in the future.