

SPO2160 Task 6 Individual Report - Heimir Sindri Þorláksson

Team members

- Alex
- Heimir Sindri Þorláksson (me)
- Henrik Hustoft
- Håvard Svendgård
- James Sinclair Stokke
- Julia Lund Stokke

How to play

W = accelerate

A = turn left

S = de-accelerate / accelerate backwards

D = turn right

Space bar = Brake

C = switches between sets of different camera angles

How we approached the project

First we discussed how to approach it, deciding on the most important tasks first and splitting the group into pairs to work on the different main mechanics together. When those were done, we split up and worked on smaller tasks by ourselves. When we were somewhat done with the basics, we allowed the team to add little extra things they wanted to the project.

My contribution

- We discussed in a group how to tackle part 3/task 6
- Me and Alex started on highscores. We made a testScoreDatabase and opened guessingGame to try and understand how that was done to communicate with the server.
- Went through the scripts with James and Alex to understand better how they communicate back and forth with Unity and Hera
- At this point we haven't written much code, but just looking up and going over the scripts from class to see how they function
- Since we are so many in a group, we can't all actively write code in the same script, so we have just been together, one writing the other looking over, and I was active in those discussions and trying to find solutions,
- I made the mid race checkpoint/respawn system (havard made the fixed rotation part) and implemented it into the scene. It consists of 3 scripts, Die, DieAndRespawn, and Checkpoint. James had already created the Checkpoint script, I just added it into it. DieAndRespawn simply just moves the player transform to a public transform when its method, HitAndRespawn, gets called. My part in Checkpoint finds the transform of each checkpoint the player goes through and updates the public transform in the DieAndRespawn script. Die just detects collision with the player and calls the HitAndRespawn method in the DieAndRespawn script.
- Cleaned up the hierarchy of RaceLevel and the Assets folder, making it cleaner and more organized so it's easier to find and understand the layout of the scene and the assets themself.
- The welcome screen didn't work as intended, if you logged in with a nonexistent account you went to the error page as intended, but pressing logout actually sent you to the main menu. After some digging I found out it's because that's exactly what the code did, it sent you to the main menu. And even though the user went to the error screen, they technically got logged in, and the 'To Login' and 'To Logout' buttons only switched canvases, so then the login screen didn't work, because the login button never became available. After some testing and figuring out I realized the buttons actually had to logout the user, and the logout coroutine in the Communication Controller had to turn off the error canvas so that the user went back to the login screen.
- Helped a little bit with the GoldenRoad skip part of the game, Alex made most of it and I just helped trying to figure out why it didnt wanna work, and James came in and helped us finish most of it. I came with suggestions and tried to figure out why the script didn't work the way we wanted.