

Journal Report 4

9/29/19-10/5/19

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Period 4, White

Daily Log

Monday September 23

I researched some potential solutions to the button problem. I found some tutorials and I also found a package called HUX that has buttons built-in. They look nice and they seem relatively easy to use/code, so I am going to download that tomorrow.

Tuesday September 24

I downloaded the HUX package because I found that they have button prefabs. I worked with these buttons a little bit, but then I found that there were way too many errors associated with these prefabs. I am not sure whether that is because I am using an older version of Unity and C associated or because it just is like that. I decided to look at other options and researched options for the rest of class.

Thursday September 26

I thought of another way to get the buttons to work. I decided to use the built-in Canvas buttons. I created one button that solely would create the cube and another button that would move the cube. The button that created the cube worked properly. I also made that same cube move with that button. However, when I tried moving an existing button using the moveCube button, that didn't work. With this, I know that I am able to instantiate a cube in the code, but I am not able to connect an existing cube with the button.

Timeline

Date	Goal	Met
September 22	Have a robot object that appears at the start of the app. The robot should be able to move when the user hits "run" in the run portion of the "code playground" with the code blocks they put in.	No, because I have not found a robot asset mainly because I want it to work on a cube first. Once I get the button to work, this should be done
September 29	Create a simple, table-sized map where the robot will rest and will eventually move.	No, because I am trying to get the buttons to work first.
October 6	Create the other buttons to move the robot/cube right and left	
October 13	Create a surface for the robot to rest and move on. Have the robot move only on this surface	

Reflection

I am really glad I was able to figure out what was going wrong with the button scenario. I realized that I was trying to take things too fast in the beginning therefore making it hard to understand what was going wrong. By splitting up the problem into two separate cases, I was able to determine what the problem is. If both buttons weren't working, then we would have known that the button was not being recognized as clicked. However, since we know that one button is working, the second button is not working because there is a missing connection between the existing cube and the button.

The next step is to fix this connection to get the second button move the existing cube. I believe I have an idea about how to do this, but I am going to do some research about how to do this.

