

Paul H. & Franco G. - Learning Module #2 Write-Up

- **Group Members Names:** Paul Hamas and Franco Giovannetti
- **Topics Covered:** Programming visual studio and designing apps in Unity
- **What They Learned (Paulie):** Paul was completely new to Unity, so the setup, the code, the different scripts and functions were all new to him. He learned how to actually set up an app on Unity, putting different buttons and fill-in spaces to get user input into the app. He learned what scripts were and how they were applied to objects to make the app do what you want. It was hard for Paul though to understand the code, as C# was completely known to him, and applying the scripts and variables was very complicated for him to understand as well. He is much more familiar with creating apps on Unity and learned the basics of it.
- **What They Learned (Franco):** Franco learned to manage his time better and how to deal with common bugs in unity. He learned how objects in unity work and what the differences between their helper methods and variables achieve.
- **Problems Encountered, How They Faced Them:** On one of the first days of this learning module, when Paul and Franco got their computers, they came across loading problems. They had to wait an entire day for the computers to be able to load Unity and create an app, so instead they decided to plan for what they needed in order to get the app to work. They decided they needed to get user input for their current weight, target weight, their gender, and their body fat. Later on when they got their computers up and running, the app got deleted because they forgot to save it and somebody else logged onto the computer. This wiped all of their progress that day but the next day, they rewrote all of their scripts and recreated the objects in no time. Lastly, the main problem that they encountered in Unity was that they couldn't assign the variables in the code to components in Unity. They figured out what they were doing wrong, which was that they were referencing the methods, not the actual components.
- **Suggestions (Paul):** Paul would suggest that for those who are new to Unity, don't get too down on yourself when you first start. Paul didn't know much about Unity at the start, and Franco said that it took him almost a month to understand the in's and out's of Unity. Paul suggests that those new to Unity should watch numerous videos on the basics of Unity and watch those who know what they are doing (Franco)
- **Suggestions (Franco):** Franco would suggest to take time outlining a project and then if inexperienced, diving into tutorials or simple tests similar to such tasks. For example, if someone needs to use a button to perform a method, try something simple first to ensure you fully understand it, and then apply it to a more complicated task. This allows for being able to catch onto bugs early on and not having to worry about problems later when the programs become more complicated.
- **Summary of Experience:** Paul and Franco worked very well together. Even though they were on completely different sides of the spectrum when it came to understanding Unity, Franco was a great teacher to Paul as Paul had never used Unity before. Although it may not seem like it by the final product, they both gained a lot from this learning module, facing big problems and overcoming all of them. In Unity, they came across lots of mistakes and had to search the web for lots of solutions to our problems, as they overcame lots of adversity with this project. In the end, they worked well with each other

and took away a lot from this learning module. It's not that they didn't finish making the app, they just ran out of time.