Udemy Promo Video ~

Tips :

* Tell the audience that you will teach them everything they need to know to build their own powerful controller, not only will you be teaching them how to code a player controller but how the logic behind the controller works and how level design contributes to the player feel and movement as well.
* You will also be talking about how to make a very good camera, inlcluding camera collisions.
* Teaching you how other games have made their controllers, and how you can continue learning and growing your skills after this course.

You will be a master of writing character controllers by the end of this series.

There is so much potential in this:

In the promo, you must do the following

* Show the slope detection
* Show the tough situations
* Show climbing stairs (FPS and TPS)
* Collisions and then show them no rigid body

Then do a side by side comparision of FPS controller (STANDARD ASSETS), and for the player controller, which is so bad.

Then show them what they will be learning!