Udemy

Tips :

* Talk slowly so people understand
* Talk clearly and explain properly

Tutorial 0 / Promo : Will explain why this is so good, show comparison with Unity’s FPS controller

What will happen:

* Have two controllers side by side and compare all of the features and then tell the audience that everything is in their control and you will explain.
* Talk about the custom collision system, slope climbing, error prevention, very responsive, realistic jumping.
* Setup an awesome scene which can demonstrate all the features almost like that asset store video did, show both of the controllers on each scene (with FPS camera)...
* Add nice music and voice over of you telling people how in depth and awesome this controller is, but it is very simple -> no Rigidbodies + only one sphere collider.

Show no Rigidbodies like a cut scene, but… no Rigidbodies??

* Setup github repo

Tutorial 1 : Setting up the scripts and explaining how the controller will interact with the motor

Tutorial 2 : Adding forces to the controller and making it move around the scene (explaining the system)

Tutorial 3 : Clamp to ground function + ground checking (explain the system)

Tutorial 4 : Adding gravity when needed

Tutorial 5 : Adding the collision sphere and adding collision (explain the system)

Tutorial 6 : Adding the jumping to the player

Tutorial 7 : Creating the testing scene and trying it out

Tutorial 8 : Creating a good First Person Controller

Tutorial 9 : Creating a good Third Person Controller

Tutorial 10 : Creating over the shoulder aiming system

* Terrain + Blender Models

Not sure about order :

* Creating an error checking function using raycasts
* Slope Limiting / Slowing down on slopes
* Sliding down very big slopes …

Say thanks for watching and say if there are any more important updates, you will add it to the series so make sure they are tuned in.

**Idea : You need a person right? We can make a 3D Model in Blender and Render that and that can be your animation…. We will do that now after the script..**

Promo Script #1 :

[Play little promo video]…

[Script] :

What would you consider the most important aspect of your game to be? Is it the story, or is it the graphics or is it the beautiful music in the background? Nope it’s none of those things, infact the most important aspect of your game is responsive and powerful player movement with smooth controls. Why is that? Imagine playing a game with an amazing story, with amazing graphics but your movement just doesn’t feel right, it will annoy you and bug your for your entire experience with the game and no matter how great the rest of the game was, your audience won’t have had a good experience.

So in this series I am going to teach you the ins and outs of creating the perfect third person and first person character controller from scratch! Yes I said from scratch, no using Unity’s built in character controller, no using Unity’s rigidbodies! NOTHING. You will learn how collision detection works, how slope detection and slipping works, stair climbing, ground snapping, terrain traversal, artificial gravity and so much more. I will teach you over and beyond what any other person will teach you on this topic, you will learn through diagrams and simplisitc explanations of complex concepts. You can use all of this knowledge to extend your own character controller or make one from scratch your self, I will also be explaining how other things tie in with responsive movement, like the level design and inverse kinematics for foot IK and realistic procedural animations, which is currently in development!

I will also cover how to make camera movement, so we will cover a top down camera with a point and follow for the character, we will also do FPS camera’s with smooth interpolated movement and constrains and how to make an awesome third person camera with camera collisions and over the shoulder aiming system unlike none other.

I guarantee you, you will learn a lot in this course and this one course will help you through your entire game development career.