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.