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

* Importance of fixedupdate
* Telling the audience that the controller will not be and look perfect (slight snapping through the floor), tell them when making a third person controller, animations of the model is more important and make that interact with the world is more important and the controller is just a guideline of how to act. First person, people won’t notice small inconsistancies.

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

* Shift to sprint…

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

* Use sphere checking system to check for the the ground
* Fix inability to jump (quick snap down)..
* Fix mid jump

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 (Head bob)

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] :

Hey there, I got a question for you, What would you consider one of the most important aspects of a game to be? Is it the story, or is it the graphics or is it the beautiful music in the background? No, I agree those things contribute to a great game but infact the most important aspect of your game is responsive and powerful player movement that feels good to control. 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 the best experience they could have had.

So in this series I am going to teach you the ins and outs of creating the perfect character controller gfor any situation from scratch in Unity with the awesome language C#! Yes I said from scratch, no using Unity’s built in character controllers, no using Unity’s rigidbodies! NOTHING. You will learn things like how collision detection works to how slope detection works even how stair climbing, ground snapping, terrain traversal, artificial gravity, error correction and inverse kinematics actually work plus so much more, you would have learnt so much by the end of this course that you will go back to Unity with a whole new perspective knowing that you can make any type of player you want and understand fully how it works. 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 how the level design affects playability and player movement and how inverse kinematics can be used to create very realistic and powerful animations also things like snapping and realistic procedural animations and trust me, this course will blow your mind.

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

This course will not be a static course, I will certainly be adding more videos even after the course is complete, such as aiming, shooting, wall climbing mechanics like assasins creed, making procedural animations and so much more. The most important part is that you as an audience can request videos from me and I will try my very best to provide you with that video, I will

I guarantee you, you will learn a tremendous amount of information in this course and this one course will help you through your entire game development career as these concepts that I am about to teach you can be used anywhere. So what are you waiting for? Jump right in and Ill see you there.