Make the thumbnail from your boy shanty … Slightly blurred w/ popping text

Fix up voice : https://www.youtube.com/watch?v=S9vznpXS\_so

Blurred out in the background - <https://www.youtube.com/watch?v=zw47_q9wbBE&t=122s>

0:41 - > 0:58 : MUSIC : <https://www.youtube.com/watch?v=2Bug8OF0RkQ>

Dev log photoshop logo fades in, and your voice comes on.

* Deep awesome voice :

“ Hello YouTube welcome to the series where I will be developing my very own dream game for Steam. If you don’t know me -> I am Ajay Venkat, I’m 15 years old and I’ve been working very hard for the past few months to begin development of this game, before we get started. Just smash that subscribe button **animation of subscribe button+like button getting clicked** to stay tuned with these weekly development logs and if you enjoy the video leave a like, it will help me out a lot. “

“ So before we get into the technical details of the game, I want to share with you, what this game is about and where I want to go with it. I really started to consider this idea after I watched a beautiful movie that most of you may know, it is called the Great Wall –<https://www.youtube.com/watch?v=avF6GHyyk5c>, just the scenery and battles inspired me for this game.

Music - <https://www.youtube.com/watch?v=IfL0JsTbv0M> (30:00) Blend

First let me confirm the type of game I’m making, it will be an open world, adventure based game – set in a futuristic period but filled with open nature scenery that will kinda look like this awesome art by **Author name**. I know what you’re thinking, how can a 15 year old make an open world game to start with, well it’s not going to be a massive world, I’m thinking about 3-4 hours of gameplay with about 1 hour to travel from one side of the map to the other without any obstacles – the art style will very much be low poly and stylistic. Now it may be true that the scope of this game may be way out of my reach, but that’s really what I am hoping for, so that I can learn and grow throughout this process.

Now without any further ado, story time – Que the epic music – -> Your name is Aiden Blackbird and you live in year far into the future where the world is at war with an army that is composed of every fantastical creature imaginable, why you are at war will be revealed later. Unfortunately for you, you’re losing because these creatures keep transporting forces from all around the planet through massive portals and your side can’t keep up. One more attack and this final line of defence which is infact a massive wall – will fall.

Because of this, you and another talented soldier are given the task of transporting a type of bomb that you are to plant near the portals to shut them down. Too bad for you, the fortress is on the other side of this massive expanse of landscape so you and your new friend will explore and survive this world and endure the tough challenges while getting to the enemies fortress. Throughout your explorations many events can happen, which is all directly influenced by the way you play the game – there are no cut-scenes that are placed directly in the game, after the beginning segment the entire gameplay control is handed over to the player.

I am very interested in the development of the player and the interactions that the protagonist and his friend will have throughout the game and their discoveries about the war throughout the game. There will be many hidden story lines that I have all planned out so it’s going to be a very interesting game and I have only scratched the surface of the story with that – there’s so much more which I will reveal as these logs go on, but if you do have any questions on the story just leave it down below in the comments and I’ll answer them.

* Engine(Tools)/Expectations of Steam
  + Popup of icons…

So the pressing question now is how will I be creating this game? For the game engine I will be using Unity which I have quite a lot of experience in and with the new extensions that Unity has brought with it in 2018, this engine is a force to be reckoned with. **Play Unity 2018 trailer** . With things such as the Shader Editor this Engine is so much powerful for programming oriented people.

In terms of design I will be using Blender, Photoshop, CrazyBump, Krita and most importantly - my imagination. I have quite a bit of experience with Blender and since I am going with a low poly art style, it will be quite fun and easy to create beautiful art for my game, with the right shading and lighting you can do magic with low poly art styles. I also have a friend that is very talented with Blender so if I ever need any help, I know who I can go to.

For audio and music creating I will be using Adobe Audition with a bit of Audacity for simple things and FL Studio for the main creation of music. But I won’t be focusing on music until I reach a certain point of game play, so that’s not too important now anyway.

For recording this I am currently using OBS and for the mic I am just using a computer mic, if this video goes will I will certainly buy a good quality mic and really step up the audio game – so if you want to hear some better audio please leave a like, it will let me know that you are enjoying this type of content and I can certainly step it up for you guys next time.

SO that’s pretty much it for software now I just want to elaborate a bit on my goals for this game,

* Why this series
* Concerns/Overcoming Concerns