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.

* Show the unity trailer here

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.

* Smash the logos on the screen
* Show some experience with blender
* Show some low poly art

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.

* Adobe Audition Segment
* Audacity/FL Studio segment

For recording this I am currently using OBS and for the mic I am just using the Snowball Ice so this is really a step up from my previous videos, so if you enjoy this audio quality just leave a like and let me know.

* Show the video of the mix
* Show the obs recording

So what I have been doing for the past month? Well to be completely honest – mainly just school work, but what have I done in terms of this massive project? Well firstly I learnt all about the beautiful platform wordpress and learnt how to code in PHP, Javascript, HTML and CSS to build a very simple blog where I will be posting regular updates on my progress. The domain is codewithajay.com so check it down below in the description if you feel like you want some more information on certain things. The website is extremely simplistic and I am going to be working on it during the promotion stage of the game, but for now – it’s just a dev log website.

* Show the coding files
* Show the wordpress admin page
* Show the website its self
* Show the features of the site

Secondly and most importantly I have slaved over the game design document and breaking the game down into chunks so that I can wrap my head around how I will finish this project and I can proudly say I have a 17 page game design document outlining every single aspect of development so If I ever feel lost, I can refer back to that. Using the game design document I broke up the game into pieces which ended up being 6 pages, and mind you these aren’t small pieces, each of these small things could take up to 2-3 weeks. SO I further split each task into an excel file where I manage all my tasks, calculating end dates, percentages and awesome fun stuff like that. So to say that I have planned for this is an understatement. I am ready, and I mean it.

* Obviously show the documents
* Show the planner excel

Thirdly, I have been developing the **base** player controller, which was the first aspect of development I wanted to get out of the way. I just wanted to build a solid controller that interacts with physics while having no issues with rough terrains, slopes, stairs and all of those obstacles. This player controller how ever is extremely flexible and you can read all about what I have done on the player controller in my blog.

* Have segment of where you show the blog
* Have the player in third person completing challenges
* Sliding down slope

Lastly, I began the modelling of the player which has stopped halfway because I need to stay focused on the coding side before I get involved with modelling and design so the player just looks like this for now, but the final design of the player is still getting confirmed. So once I decide on a design I will show you guys and hopefully you can give me some feedback. So theoretically, if I follow my plan and stick to my deadlines I should be fine to finish this game, but here are my biggest concerns for this game.

* Show the deadlines
* Show the model of the player in half
* Show some drawing
* Show some concept art

The biggest concern for me is time, I am currently waking up at around 3-4 oclock in the morning to allow myself enough time for development because at 6 o’cock I’m on the train to school. I only reach home some days on 5:30, so I have to work until 8:30 on homework and I have maybe an hour and a half for development. So usually in a work week I get 25 hours of development on average. Weekends is when I can get in around 14 hours of development in, but I really can’t wait for those holidays when I can hit the 100 hour work weeks. Those are gold for me ☺

**HAVE A DAY SEGMENT ^**

* Record yourself waking at 3 am
* Record yourself going to school at 6:19
* Record yourself entering school
* Record yourself coming home on train
* Record yourself coming home
* Record yourself doing homework
* Beginning Development
* Sleeping

Alright guys its time to bring this video to a wrap, I had so much fun making this video and the next time you will see a video like this is within the next two weeks. When I make some solid progress on my player controller and I can show you my progress on the controller or some other cool system. Just leave your thoughts of the game idea and this series in general down below in the comments, I hope you enjoyed this video and if you did please hit the like button – not only will it support me but also motivate me to build more awesome videos like this one. If you aren’t already, make sure you’re subscribed so you see the next episode and I’ll see you next time guys, stay awesome. **animation of subscribe button+like button getting clicked**

**Roll the epic outro….**