* Improve the topic
* Ask for the goal target of likes
* Thank your subs and talk about the community
* Talk about videos coming out…
* Talk about turning all of these systems into tutorials
* Finished player system
* Finished IK system
* Fixed many bugs within the thing
* Quick over the shoulder system
* Talk about the smoothness of the player
* Completed the story
* Talk about your life
  + Last week exams
  + Working on the …….
  + Where I am going from here and where we will be the next time we talk
    - Stay tuned
* Promote your twitter where you will release info about the game
* Mark where you can implement animated visuals
* Cover the last two weeks --- day.. by… day..
  + Won’t be that eventful due to exams, so make that clear while editing
* Mark what visuals and where

[Lots of animation]

Hey YouTube! Im Ajay and You are watching part 2 of the development log where I am building an Open World Game using Unity and hopefully teaching you some awesome stuff along the way,

[Introductory Video of night time, have the transitions come up, twitter, website and channel icon show up] The video title comes up nicely, we could have a couple of keyframed animations (cute character with a bunch of stances that could point at photos when your words say it, that makes sense and it could just be quite cute)… AIGHT DONE

[400 SUBS comes up]

so stay tuned until the end. I just want to take a really brief moment to thank everyone who is subscribed, we hit 400 subscribers which means a lot to me so just thank you very much. Make sure to join us by smashing that subscribe button because you really don’t want to miss the line up of absolutely amazing videos coming very soon, including creating a self driving car using machine learning [NNET and CAR COME UP], custom pathfinding algorithms [PATHFINDING EASY], ledge climbing in Unity [ASSASINS CREED]and the series that I am most excited for is where I will walk you through how to create and optimise Open Worlds in Unity. [OPEN WORLDS]

Also let’s see if we can make this video hit 40 likes and if you’re intrested in keeping up with daily updates on the game, then go hit up my twitter in the description or check out the development blog where I post regular and detailed updates on systems that I create! But without any further ado – let’s talk about what I have done so far. [40 WITH LIKE & WEBSITE AND TWITTER]

The last two weeks have been absolutely crazy for me, end of semester exams coupled with trying to focus on this project gave me a headache to say the least, but I did manage to finish to some pretty important things during this time. [PROJECT ONE SIDE, VIDEO GAMES ONE SIDE, MAN IN MIDDLE GETTING RIPPED IN HALF] – Some funny dialogue

One of these important things include finishing the first version of the player, he can move smoothly across all varieties of grounds including terrains, stairs and slopes [HAVE A CAPSULE MOVE UP THESE TYPE OF OBJECTS and DIALOGUE]

plus check this out. I tested it on the worst terrain possible and it performed excellently. But this is nothing new guys, if you want something like this for your own games check out Part 1 of my Stealth Series [SHOW THE THUMBNAIL & FINGERS POINTING TO IT (CARTOON)] to see in depth how this controller works. In addition I also added this really quick over the shoulder aiming system, there’s nothing to aim at this point but it’s just good to add all the features from the get go.

That’s all well and good but the biggest achievements [REALLY PROUD LOOKING CHARACTER looking at IK text] of this week lie inside this beautiful Inverse Kinematics [SAME CHARACTER WITH LOVE HEARTY EYES] system that I built, and it now supports the ability to blend between animation and IK seamlessly in realtime [WHEN THE REAL FOOTAGE IS BLENDING HAVE LIKE A SLIDER THAT SHOWS THE INTERPOLATION AND IT MOVING UP AND DOWN], it has no delay and it doesn’t jitter [KEEP POINTING AT THE TARGET]… but as you can see it doesn’t always go as expected. Unfortunately I have not implemented the FOOT IK system just yet, because when I build the rig for my characters I need it to be a bit different than the ones I am using [HAVE A STRONG MUSCULAR GUY WITH MORE VISIBLE BONES PUSH MY CHARACTER TO THE SIDE (PUNCH)], so I am going to wait until I get to the design phase of development before I go any further with the IK system [DESIGN PHASE CRUSHES IK TEXT]. If you are interested in this type of system, go and check out the Stealth Series on my channel where I cover custom Ik and building a Player Controller similar to what I have.**[CUTE CHARACTER POINTING TO THE STEALTH SERIES THUMBNAIL & JUMPING IN EXCITEMENT]**

I have also finished the final story [CHECK BOX WITH TICK APPEARING FOR STORY, NEXT ON THE CHECKLIST BEING HAVING A LIFE] for my game and I am in the midst of developing my story board [STORY BOARD PICTURE AND IT BEING AUTO CONNECTED W/ BEZIER] and I have to say guys, I have refined the story and some of the characters and it is just epic now [CHARACTER WITH SWORD AND LEANING OVER THE SCRIPT LIKE IT WROTE IT], it has twists and turns and will keep you engaged the entire time [CAN WE HAVE A MINI CHARACTER FIGHT, THAT HANDSOM DOUCHEBAG FROM THE START THAT PUSHED YOU GET’S DESTROYED BY YOU] I also managed to visualise the entire game development process for my game into one big mind map. I use the software FreeMind which is 100% free and so fun to use once you get the hang of it. [FREE MIND LOGO and MY CHARACTER SITTING ONTOP OF IT]

Over the next two weeks I will also be starting the ledge climbing system for my character [CHARACTER TRYING AND TRYING TO REACH A LEDGE BUT NOT HAPPENING] and begin to build two editor scripts [EDITOR SCRIPTS WINDOWS SHOW UP], one will take any assets that I import and automatically modify it to suit my game, so it will grab all the LODS, set up LOD Managers, it will setup layers, scripts everything automatically so I won’t have to manually configure every new object I bring into the game. I will also be working on an integral part of my game which is the World Manager [WORLD MANAGER EDITOR SHOWS UP], it will be responsible for all the Open World optimisation inside the game which is a big task so hopefully I can report about that next time, and even make a tutorial on it.[EDITOR GET’S PACKAGED AND PUT INSIDE A YOUTUBE VIDEO FRAME]

Alright guys, it’s time to bring this video to a wrap [ALL THE CHARACTERS FLY INTO THE YOUTUBE ICON] – if you want to show a little support and join this little community smash that subscribe button [MY CHARACTER SHOOTS AN ARROW AT THE SUBSCRIBE BUTTON] and hit that like button [THEN AT THE LIKE BUTTON] so you can keep up with this absolutely original content, also if you have any ideas for a video or tutorial