**Project 600 Outline**

*Definition : The definition of Project 600 is me reaching 600 subscribers with these 4 videos so I will make them to the highest quality and interesting most importantly.*

Video Idea #1 : The Development Log #2

* I want to make this video last because I can get more content on it as I build it over the week, plus I want to make some more progress on other elements of the game and not just Foot IK. There are many other aspects of development I could focus on. For example I can begin the NPC editor or the world builder which are all very big aspects to development. What is the **world builder**…? – *Propose the idea in the script and even begin integrating this into your development timeline for the 2 weeks maybe you might make some good progress, it will be a good point to start pushing the game into the next level.*

Video Idea #2: **Tutorial (This has a lot of potential)**

* The tutorial idea has to be something not covered but would generate a shit tonne of views,
  + Car Learns how to Drive (Unity, Tutorial)
  + Neural Network Based System
  + Make sure it has a catchy hook, make sure you are clear that you will teach them how it works, teach them very clearly using visuals how the network works, explain it like you would explain it to yourself.

Video Idea #3: **Shader Graph Tutorial**

* The market is still brand new and if you could create some pretty cool stuff with it, who’s got the right to stop you, yknow. Brackeys has already done it, but you have to keep with the trends.
* Go play with the shader editor and then create some cool shaders and explain it to people.

Video Idea #4: **Expansion on Stealth Series**

* The idea has to be good, and I actually believe the A\* pathfinding re-boot will be good
  + Good Visuals, very clear strong scripted tutorial
  + Make sure that the quality is good, and implement with the FOV system
  + Make sure there is a good HOOK and then begin

One More Video Idea #5 : **Another Random Video**

* Character Modelling and Rigging…. (Mini-series)
* You will have to learn how to make a good character with low poly with correctness but if you pull it off, it will be amazing. You have two weeks so you will have to use it wisely so don’t give too much priority to this just yet.