**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.

What can the development log talk about

* Talk about the improved and finished controller
  + Show the terrain management
  + Over-shoulder aiming
* Improvements in the IK system – Blending and Targeting
* Poke fun at your own IK sytem
* A clear step by step write up
* The design of the world editor and idea
* The optimisation techniques I will be using (Quite graphic)
  + Really delve into this and how you will optimise an open world game
* Talk about going to the city
* Exams
* Talk about the importance of planning and having a good idea of **what your game is** before you begin development, talk about that endless cycle and that person who nailed it.
* Talk about your timeline and the different stages you’re going to go through using your development sheet
* Story Boaridng
* Over the shoulder camera transition (Copy Paste)
* The bginning of ledge climbing system
* Auto asset generator

Indie Pitfalls

* Lack of motivation
  + Caused by focusing too much on design in the first stages of your game
  + New ideas come to you that sound better
    - You write them down and promise yourself to get backto them once you finish this game
  + You’re stuck one a problem
    - Move on to the next problem and what I have always noticed is when I am caught up in a tough problem I can never solve it by focusing to much, I have to come away from it for a little while and when I re-visit it, boom I have the answer. It’s amazing and it saves time.
  + Caused by a lack of clarity
    - Clarity is knowing exactly what to do next and how that will progress you towards your goal of finishing this game.
    - In order to gain clarity you have to do something which many people hate and this is called ‘planning’.
  + The only reason I am giving this advice to you is not because I am a better developer than you, no… It’s because I was stuck in this cycle
  + Wanting to do everything by yourself.