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 a brand new 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 to stay tuned with these weekly development logs and if you enjoy the video leave a like, it will help me out a lot. “

**animation of subscribe button+like button getting clicked**

“ 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 look like this inspiring art by **Anton Fadeev**. 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 so I will be ale to manage the sheer number of asets needed. Now it may be true that the scope of this game is out of my reach, but that’s really what I am hoping for, so that I can learn and grow throughout this process.

**That new game with all the creatures**

**WoW transportation segment**

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. <https://www.youtube.com/watch?v=2Rxoz13Bthc> <https://www.youtube.com/watch?v=hMlT5bbgc8E>

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. **World of Warcraft coming in** 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 **The kite trailer from unreal engine** 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 **Non-linearity in 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 **Two players talking together** and their discoveries about the war throughout their adventure. ‘**Firelight on stone and pictures come up’.** There will be many hidden story lines throughout, so it’s going to be a very discovery oriented game. I have only scratched the surface of the story though, **Far Cry trailers** there’s so much more which I will reveal as these dev logs go on, but if you do have any questions on the story just leave it down below in the comments and I’ll trey 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** .

* 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 **Homework segment**, but what have I done in terms of this massive project? **Massive open world segment** 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 **Code/PHP segment** where I will be posting regular updates on my progress. The domain is codewithajay.com **Website segment** 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

**Show the current agile plan, the trello planning, all planning…**

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.

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. I further split each segment into an excel file where I manage all my tasks, calculating end dates, percentages and awesome fun stuff like that.

* 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

I also tried modelling 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 **UNITY DESIGN RIGHT NOW.** The final design of the player is still getting confirmed **show the concept characters** this is just a model that I can use to get the animation system working with IK. So once I decide on a design I will show you guys and hopefully you can give me some feedback.

SHOW **Segment** I HAVE ALSO DONE a lot of research on how the movement systems in Assassins Creed **Assassins Creed Segment** works, and how they make the camera so dynamic and just follow the player in such a natural way. I have implemented the type of camera system they use, with the orbiting but I still need to work on the Camera Collisions and making it more responsive to the environment **Show tutorial and say I have a tutorial on this**.

The last and most important thing I have been working on is my full body inverse kinematics script **show your tutorial**. I have added a very nice constraint system for the bones so that I can control how the Inverse Kinematics will work **show constraints in action**. This is some pretty cool stuff and instead of buying assets like Final IK for a lot of money I will be releasing a tutorial on how to code your own ik system for your own games, so stay tuned for that. The IK system is mainly built for the ledge climbing AS IT requires some **AC roll** pretty advanced IK so I am building a system that can suit those situations. I will update you guys on it, once I am done. 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 At 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 school 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….**

**ARE YOU READY…. BECAUSE I AM. STAY TUNED, You’ll want too.**

Other Videos Used

Speed Modelling By - <https://www.youtube.com/watch?v=yfJ65EEy-r4>