**Udemy Project**

*Title:* Building a Stealth Game in Unity from Scratch

**Sample Project Includes:**

* Constructing the Player Controller
  + Cinemachine Controller
* Minimal Inventory System
  + Grappling Hook
* Basic Game Mechanics
* Finite State Machine setup
* ECS for Entities [Whole thing built in DOTS workflow]
* Coroutine Patterns
* New Input System
* Authoring NPCs
  + FOV, States, Chase, Patrol
* Interacting with NPCs
  + Kill, Distract, Hide, Trick etc.
* Highscores [Time to steal diamond]
* SFX
* Particle Effects

**Steps**

Build the game first, then create the course content, then create the trailer and advertise it on your channel.