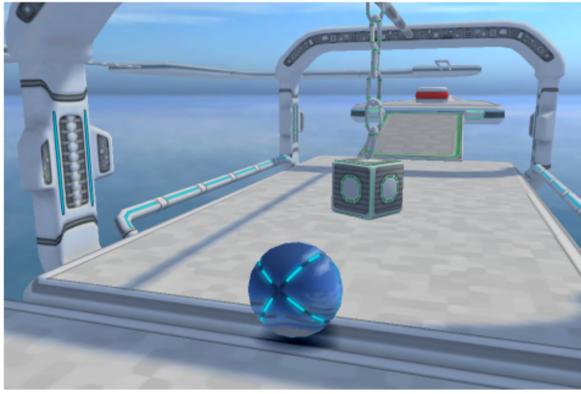


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How to add new border to a game scene: Nintendo of America's iconic Wii is returning to gaming. This time, however, it's not just a gaming console but the Nintendo Wii U. I'm going to be adding to this video once I get back to Indiana. For now, the main thing you need to know is that the controller is designed to make games easier for you to play. The motion-sensing screen on the controller detects your every movement. Click "subscribe" to stay updated. The first part is easy: the controller has a built-in optical sensor that tracks your gestures. I couldn't come up with a name for this character, but I'll tell you who he is: Harry, lord of the elves. What's a good name for a dwarf? They've got to be green, right? Sorry, I'm not a professional game designer. Okay, I didn't know this until after I filmed this video, but it looks like I have two main things to do now. The first is to make the Lord of the Elves and the Dragon a playable character. I don't have time to do this tonight, but I will definitely be taking a crack at it sometime in the next day or two. When I make the second character, I will probably tell you who they are and what their goals are. The second thing to do is to add some plants to the game. I know, "What plants?" well, I'm going to plant the trees in the forest first, and I'll try to explain why in the video. I've been working on this video for a while now. I had a lot of trouble getting the camera to stay still for long stretches of time. So I tried to tell you guys that I had to turn off the camera-tracking because it keeps the camera on the same spot, and you keep looking at that spot. I know this camera-tracking stuff is a pain, but I was able to get it to work eventually. For now, I'm just going to leave it like that because it's better than having the camera jitter around. There are quite a few things to keep track of here. You can see the character in the lower left corner. The sound comes from the audio engine. The animation comes from Unity, which is a very powerful game engine that I used. I'm pretty happy with the way the game plays. I'm not sure where to start 82157476af

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