

The main goal of this challenge is to learn. The goal is that every day I will watch at least 30 minutes / 1 tutorial video or 7 videos a week / 3.5 hours a week. There are no roll overs each week. No watching 10 hours in one week and have that count to the next. Week starts on Sunday and ends on Saturday. I have 4 areas I wish to improve in. When the next DK30 Project happens, I want to take the skills learned and use them to create a game of my own making (hopefully with a friend or two)

1. **Unity.** I have many tuts that I wish to go through over the duration of this challenge. I wish to learn several game types from some people I have found Tower Defense, RPG, City Builder, Survival, FPS, 2d Platformer, and Base Builder. I also have a few guides for certain games I wish to build. Bomberman, Frogger, Line Riders and a bunch of single guides on certain things like making a minimap ect ect. Once all of that is done, I wish to take all those skills I learned while building these and apply the ideas to the various other games I made and expanding the games I made.
2. **Visual Studio / C#.** This goes hand and hand with Unity. Might even be the life blood of Unity if you wish to look at it that way.
3. **Blender.** I know nothing about blender outside of people use it to make amazing things. I do not expect to be able to make master pieces inside of it, but I would like to be able to do the basics.
4. **Photoshop.** I have a lot of practice with Photoshop, but there is so much left to learn about the program.

As part of the challenge I also have sub challenges that are not directly part of the main goal.

1. **Walking.** I want to get to the point where I can force myself to walk at least 3 days a week and reach the goal of 150 Heart Points based on my google fitness app. My job requires me to walk a lot running around a deli, so normal walking + work will equal out the minutes I need from walking.
2. **Stretching and Moving.** I never do this unless I am waking up or something hurts. I want to work on changing that. The goal here is to stretch for just 10 minutes a day or more preferably more. The way I am thinking of doing this is forcing myself to push my computer chair back and doing stuff while watching youtube videos I normally watch. Now Day9's videos are normally my I am going to bed videos. Calming voice and all. I generally watch a Minecraft video shortly after waking up.
3. **Cleaning.** I hate cleaning my own stuff. Someone else stuff I am down for, just not my own. I need to work on this. The full goal of this is to go a month without throwing clothing on the floor or letting water bottles stacking up. By next dk30 project I hope to have been able to go a month with things being clean.
4. **Meditation.** I have no clue on this subject, but I would like to spend some amount of time every day just finding my center.
5. **Doctor.** Uh. Yeah, I really need to start going to the doctor and find out the many things that are wrong with me. So, the goal is by the next dk30 project I have gotten my blood work done and we have started working on some sort of fixes for things.
6. **Be Creative.** I have been in a slump about my D&D related content. I have recently fell in love with pathfinder 2e and want to try to get my creative muscles going again using this system.
7. **Read a Dictionary.** Sounds silly huh. I really want to increase my vocabulary. So, my goal is to not commit every word to memory, but at the end of the week remember 10 words that I know I do not already know.

8. **Website.** Currently I have a Weebly website that is very much out of date. I know it is a cheap alternative, but I don't feel the desire to code my own website right this moment (or should I say finish coding my website as I already started on one a while back).

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