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| <b>From:</b>    | Octavian (Infima Games)        |
| <b>Subject:</b> | Game dev advice from Bruce Lee |

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Here's some killer advice on getting the most out of those FPS tutorials I sent over yesterday...

As weird as it sounds...

This advice comes from Bruce Lee of all people — who couldn't have made an FPS even if a bad guy had a gun to his head.

To be fair...

FPS games weren't even a thing back then. Plus, he had his fists of fury to deal with any bad guys.

But all jokes aside.

Have you ever heard Bruce Lee's famous quote:

***"I fear not the man who has practiced 10,000 kicks once, but I fear the man who has practiced one kick 10,000 times."***

Turns out, this exact same concept is super applicable to learning how to make FPS games.

The only way to truly nail these techniques is to practice them over and over.

As you go through the tutorials, don't hesitate to rewind, replay, and revisit.

Run each step until it feels second nature — until it's like muscle memory.

Once you do...

These skills will feel like second nature.

The tutorial playlist is [right here](#) — go ahead, bookmark it, and keep checking back.

New vids are coming your way regularly.

Keep practicing, keep pushing yourself, and most importantly, have fun!

Practice makes perfect,  
Octavian, Infima Games

**P.S.** Already aced the free tutorials and craving more of a challenge?

Our low-poly shooter pack is the perfect next step if you want to take it up a notch and learn some seriously cool advanced mechanics.

We're talking things like explosive barrels, weapon pickups, advanced movement, and all the attachments your heart desires.

Sound good? [Check it out here.](#)