Before 1/9/19

* Built a dummy world map
* Make a dummy character and move around the map
* Create a spawn point to travel between the scenes
* Cliffs made perfect
* Prefabs for props were made
* Dialogue system is made
* In game menu is made
* Prologue scene is made
* Lighting of the cave is done
* Normal maps is implemented on the character
* Initial Indra Character design is made with some facial expression
* A random bandit leader is made
* Water waves made

For the week of 2/9/19- 7/9/19

* Fight scene all the elements needs to be placed
* Background for fight scene needs to be randomised
* Skeleton for character development
* Dialogue for chapter 1.1 needs to begin

For the week 9/9/19- 14/9/19

* Fight scene should be complete with complete health system and damage system should work
* Quest system work should start
* One devlog video should be added on youtube
* Dialogue for chapter 1.1 should begin
* Props work for desert and prologue should finish
* Marketing idea should be reviewed
* Search for appropriate Sounds should start