Till 30-08-2019

* Sprites of Water, Cliff, Grass, Road, Sand was created.

Date :- 31-08-219

* “Indra” and “Bandit Leader” Character Sketch completed and uploaded in GetHub.

Date :- 01-09-2019

* Sunday.

Date :- 02-09-2019

* Downloaded images for father , mother ,wives and son of indra.
* Pixel art of indra in side direction with trident.
* Completed without layering.

Date:-03-09-2019

* I was absent due to fever.

Date :- 04-09-2019

* Indra side view pixel art.
* Doll of indra pixel art.
* Ideal position animation of indra pixel art.

Date :- 05-09-2019

* Indra Walking animation Sprites of all direction.

Date :- 06-09-2019

* Indra Punching Animation.

Date :- 07-09-2019

* Pixel art of Desert Props.

Date:- 08-09-2019

* Sunday

Date:- 09-09-2019

* Downloaded some tile set of desert.
* Downloaded some sound effect.
* Created list of object and props for Desert/Sand Tile.
* Pixel art of Coconut Tree
* Pixel art of Tent.
* Pixel art of Skull.
* Human Skeleton is incomplete.

Date:- 10-09-2019

* Torch, Flame, Human skull and desert Sprite Sheet Created.

Date :- 11-09-2019

* Sound Effect of Coins, Attack.
* Torch fame animation.

Date :- 12-09-2019

* I was absent today.

Date:- 13-09-2019

* Pixel art of One human and one animal skeleton .
* Arranged all desert Sprites in a single sheet.

Date :- 14-09-2019

* Resized tree in Desert Tile Set.
* Introduction to Unity Engine.

Date:- 15-09-2019

* Sunday

Date :- 17-09-2019

* Vishkarma Puja

Date :- 18-09-2019

* Treasure Box (all side)
* Lock
* Tried for Live editing assets of unity with Photoshop.

Date :- 21-09-2019

* Downloaded some Fighting Scene Background of cave.

Date :- 22-09-2019

* SUNDAY

Date :- 23-09-2019

* Fighting scene background of cave resized to 1920\*1080.

Date :- 24-09-2019

* Learnt about 2dpsdimporter.
* Grass Tile recreated.

Date :- 25-09-2019

* Game character Kashyapa, Indra and Aditi history.

Date :- 27-09-2019

* Downloaded some reference pic for indrani.
* Sketch of Indrani started .

Date :- 28-09-2019

* Working on sketch of Indrani

Date:- 02-09-2019

* Downloading sample for character agni, vayu, and Dayus.

Date:- 03-10-2019

* Sketch of Lord Vayu .

Date :- 05-10-2019

* Body and hair of vayu is completed.
* Face and dress is pending

Date:- 09-10-2019

* Face of Vayu dev

Date:- 11-10-2019

* Dress of Vayu.

Date:- 12-10-2019

* Vayu is completed .
* Some work on dress of vayu is pending.

Date :- 13-10-2019

* Dress of vayu is competed.

Date:- 14-10-2019

* Convert vayu to anime vayu.
* Shoulder work is pending.

Date 15-10-2019

* Vayu character done.

Date:-16-10-2019

* Searched reference image for agni and dayus.

Date:-17-10-2019

* Working on RPGMV maker.

Date:-18-10-2019

* Working on RPGMV maker.

Date:-19-10-2019

* I was absent today.

Date:-20-10-2019

* SUNDAY

Date:- 21-10-2019

* Sketch of Agni Started.
* Created two face of Agni.

Date :- 22-10-2019

* Changes in Sword and Hair.
* Agni is completed.
* Searching for image of Earth Goddess.

Date : 23-10-2019

* Editing Reference image of Earth.

Date : 24-10-2019

* Character Earth is Completed.

Date : 26-10-2019

* Retouch Character Earth.
* Earth Completed.
* PrintOut All Charater and Pasted on Wall.

Date: 28-10-2019

* Downloaded Reference image for Dayus.

Date: 29-10-2019

* Start working on dayus character.

Date: 30-10-2019

* Created Body of Character Dayus.

Date: 31-10-2019

* Character rejected.
* Searched for new Reference image for Dayus.

Date: 01-11-2019

* Sketching Helmat of Dayus.

Date:- 05-11-2019

* Dayus is rejected.
* Started new Character for Dayus.

Date :- 06-11-2019

* Converted in anime .

Date :- 07-11-2019

* Dayus Completed.

Date :- 15-11-2019

* Pixel art doll created.

Date: 18-11-2019

* Pixel Art of indra’s Body Started.

Date : 19-11-2019

* Pixel art of indra’s Body completed.
* Head is under process.

Date 20-11-2019

* Head completed
* Making animation frame.

Date:- 23-11-2019

* Idle animation ready.

Date :- 26-11-2019

* Indra, Indrani, Prithvi and Vayu pixel art completed.

Date :- 28-11-2019

* Outlining of all character completed.