Till 30-08-2019

* Create new project in unity named as Mohen-Jodaro.
* Adding Rule time script in project
* Making different rule tile
* Adding sprite
* Creating tile map
* Adding player sprite
* Creating player animation
* Creating new scene
* Creating account in different site like steam, discord, twitch etc.
* Creating the github account.
* Setup the github account with the project
* Adding rpg talk in the project
* Adding light weight rendering pipeline in the project
* Adding the light system in project
* Creating

Date: 31-08-2019

Step:

1. Redesign the Inventory Player UI Section add the experience progress bar.
2. Bind that experience progress bar with the code.
3. Set the all Hp, Sp, Exp progress change value from the code behind.
4. Fixed the progress bar value between minimum and maximum range.
5. Adding the Card in the player inventory system.
6. Bind the card value with code behind.
7. Make card appear when user click on the player UI section.

Date:-2-9-2019

1. Add Rpg battle UI screen.
2. Apply the coding but not working right now.
3. Creating fight animation for indra, aditi, bali, basukta, kashyap & indrani.

Date 3-9-2019

1. Making new Ui scene
2. Instantiate random runtime Enemy at the certain position
3. Making the current and active player script

Date: 4-9-2019

1. Instantiate random runtime player in the scene
2. Create code for appear turn UI in the screen for both player and enemy
3. Button hover event added code
4. Change the canvas UI for the certain position appearance.

Date 05-09-2019

1. Adding fighting scene with random hero and enemy generation.
2. Coding for assign the AGI order for fight sequence.

Date 06-09-2019

1. Adding the new design of fighting scene.
2. Adding the hero in particular position
3. Adding enemy with random order in the particular position.
4. Add battle system script.

Date 07-08-2019

1. Modify the battle system script for generating the player and enemy.
2. Arranging the enemy and their state (not properly working )
3. Making the provide enemy sequence (not working perfectly)
4. Adding the turn base coding

Date 09-08-2019

1. Arranging the enemy and their state (done )
2. Making the provide enemy sequence (done)
3. Turn circle appear (not proper working)

Date 10-09-2019

1. Try to solve the turn base fight sequence (not done still working on it)

Date: 11-09-2019

1. Adding new code for turn (but run time change made in prefab only)
2. Add new code for panel Ui appearance (done)

Date : 12-09-2019

1. Create a new scene. For all hero and enemy with static position.
2. Add code for turn base system into the scene.(done)

Date: 13-09-2019

1. Adding UI slider into each player with canvas in world space.
2. Adding UI state into each player with canvas in world space.
3. Adding code for filling the Details of scriptable in the Player Panel UI.
4. Player panel UI enable disable on the status button code done.

Date: 14-09-2019

1. Merge the spawning system attach with the turn base system.
2. Hero sprite done
3. Front enemy done
4. Duplicate enemy skip move (pending )
5. Back enemy arrangement done
6. Back enemy turn (pending )

Date 23-09-2019

1. Turn management done for enemy and hero
2. Combine turn and spawn management system

Date 24-09-2019

1. Adding panel for attack option in hero
2. Adding panel for attack option in enemy
3. Create Happy animation for hero and enemy
4. Enemy action perform on turn (not done)
5. Attack panel visualization on hero turn (completed)

Date 25-09-2019

1. Change the attack panel hover code
2. Player having healing option then other get heal button
3. Add more button in hero and enemy

Date: 26-09-2019

1. Turn sequence panel added complete.
2. Turn sequence code complete.
3. Healing button function code complete
4. Prefab state change as per the instantiate complete

Date : 27-09-2019

1. Apply the new turn sequence on the basic of save option in the different script

Date 28-09-2019

1. Hero button appearance done
2. Enemy button appearance done
3. Non active player appearance pending

Date : 30-09-2019

1. Button click event done for all
2. Different Animation add for different animation (pending )
3. Next task to damage control action.

Date :01-10-2019

1. Recreate the repository in the github
2. Apply button action with damage in enemy pending not complete.

Date 03-10-2019

1. Button action for attack is complete
2. Add new scene for applying the damaged system script for all
3. Saving attribute data in the playerprefs not completed.

Date 04-10-2019

1. Save player attribute in the playerprefs
2. Save enemy attribute in playerprefs
3. Updating the enemy attribute on damage
4. Updating the player attribute on damage (pending)

Date 05-10-2019

1. Turn sequence with the indicator, done(turn number color change on depending the turn of the player)
2. Enemy UI change, remove HP and SP from the enemy Action, turn info, and enemy UI.
3. Add particle effect active player to blink in the screen.

Date 09-10-2019

1. Player active blink added by light 2d sprite done
2. Destroyed the player and enemy when his Hp is zero or less than zero, pending
3. All player action active if it active player has that ability pending.

Date 10-10-2019

1. Destroyed the player and enemy when his Hp is zero or less than zero, not done.
2. All player action active if it active player has that ability not done

Date 11-10-2019

1. Destroyed the player and enemy when his Hp is zero or less than zero, not done.
2. All player action active if it active player has that ability done

Date 12-09-2019

1. Multiple action perform for player and enemy on action button click (done)
2. Reset the enemy health every time in new fight scene occur. (done)
3. Enemy individual hit when multiple enemy with same identity. (done)
4. Enemy death when hp is equal to or less then zero. Done
5. Play animation on death of enemy pending.
6. Adding player death animation.
7. Adding enemy death animation.

Date 13-10-2019

1. Enemy death animation transition.
2. Create excel for player action.
3. Change the battle background image as per camera size.

Date 14-10-2019

1. Enemy destroy when hp =0;
2. Download and upload packt book in google drive
3. Turn rearrange after enemy destroy.

Date 15-10-2019

1. Enemy hit hero, damage show in panel done.
2. Winning and losing condition done.

Date 16-10-2019

* Installing the rpg maker for creating our first project.

Date 17-10-2019

* Absent

Date 18-10-2019

* Create first rpg game world, learning the ui and function of rpg maker.
* Create new level desert.

Date 19-10-2019

* Study the video of rpm maker.
* Add player death animation in the unity rpg project.

Date 24-10-2019

* Making pdf of rpg mv making game details.
* Unity player death action pending.
* How to add vehicle in rpg mv

Date 25-10-2019

* Create new level village
* Adding the new character sprite into the rpg maker with large size working perfectly.
* Reading the database content of the rpg maker mv.

Date 26-10-2019

* Basics structure of rpg maker mv content reading.
* Unity hero death animation play and skip the action. Done

Date 28-10-2019

* Inventory study start.
* Watching video for inventory (brackeys, inscoop, etc.)
* Reading Unity 2018 Shaders and Effects Cookbook.

Date 29-10-2019

* Reading and apply shader and effect cook book 2018.

Date 30-10-2019

* Make new project for applying the different type of share in it.

Date 01-11-2019

* Change the unity project mohenjodaro normal map(now using lightweight renderpipeline for normal mapping)
* Try the shader graph normal mapping not working perfectly.

Date 04-11-2019

* Apply the all attack formula in the button action.

Date 05-11-2019

* Individual damaged to enemy done.
* Multiple enemy damage done all at a time.
* Row wise enemy damaged done.
* Improve the winning and losing condition.
* Change the light blink for different button action.
* Column wise enemy damaged done.

Date 06-11-2019

* Adding luck factor with attack for every button action.
* Turn sequence recheck not done.

Date 07-11-2019

* Action perform on enemy as per sp value.

Date 08-11-2019

* Change the sp slider with the box game object.
* Rearrange the player action list.
* Indra sp base action done.

Date 10-11-2019

* Apply the sp based action on active and inactive player.(not done)

Date 11-11-2019

* Sp based action on active and inactive player done.
* Adding new textmeshpro field in the player and enemy prefeb for storing the sp in scene. (Not done).

Date 12-11-2019

* Adding new textmeshpro field in the player and enemy prefeb for storing the sp in the scene. (done)
* Change the defend action to idle. (done)