

# Unity Project Tasks.

- ☐ Finish the structure of the Terrain.
  - ☐ Apply the appropriate textures.
  - ☐ Add trees & foliage.
  - ☐ Improve pond/create river.
  - ☐ Refine rain & create more weather systems.
- 

- ☐ Create the starting area.
  - ☐ Change the skybox to mimic outer space (SUBJECT TO CHANGE).
  - ☐ Large scale "Earth" that you can grab and scale down with VR
  - ☐ Create a layer of clouds with Shader Graph.
  - ☐ Create a portal which is linked to Earth.
- 

- ☐ Acquire/Create assets for "Spells"
- 

- ☐ Basic HUD.
- ☐ Main Menu & In-Game Menus.