Goals for Week of December 5th:

Our goals for the week are going to be balancing the game mechanics so that the game is not too easy or difficult for the player as well as fixing any bugs that are currently present in the game.

What we accomplished the past week:

The player can now fight bosses. The player can fight through forest and cave levels. Some of images for the ability buttons have been updated. Music now changes when switching scenes. Players can pick up loot after battles. Players can equip items in the shop menu. You now automatically recruit a new partner after finishing a level. All abilities are now implemented. All enemies are now fully animated except for the bunny.