Goals for Week of November 7th:

Our first goal is going to be adding party members to game. We intend to make it so that a player can recruit a party member, adjust their skills and abilities, and use the additional party member in battle alongside their own character. Our second goal is creating more prefabs for enemies that will be used in the game. Our last goal is to have half of the character abilities programmed by the end of the week with all the abilities being programmed by the following week.

What we accomplished the past week:

We started implementing the designs for the ability buttons. The mage class is now playable. We added more abilities (last chance, arcane destruction, heal). The reaper enemy is implemented into the game. We added the ability to fight up to four enemies. We made some changes to the user interface to make it easier to read. We added the prefab for the scorpion enemy as well as its idle animation. The death animation now plays when an enemy is defeated in battle.