Goals for Week of November 21st:

Our main goal for the week is to do some balancing for the game. In other words we plan on tweaking the abilities to make sure that the players experience is not too difficult but also not too easy. We will make sure that all the stats behave as they should. We will also do some debugging to fix any bugs that we currently have. Our second goals will be to add some changes to the audio so that it changes music based on which canvas you are currently in as well as add sound effects to the game.

What we accomplished the past week:

Rouge is now playable. The user can have up to three party members in battle. Players can acquire loot in battle. Players can now interact in the shop and purchase and sell goods. Audio is now in the game. Players can now fight in a series of battles rather than the game ending after one fight. Some abilities have been balanced.