Goals for Week of October 3rd:

Our first goals is to get health bars set up for the players and enemies. We plan doing this by using sliders in unity and writing a script to raise or lower the value on the slider when an enemy or player heals themselves. We are also expected to start working on the abilities that will be used in combat by our characters. We plan on writing a few abilities in script that can be selected from the ability menu when started the game. Our customer also expects to see us add some basic animations. We plan on creating a few basic animations for player attacks (such as a slash on the screen or a potion appearing if the player selects the heal option). We are also expected to make our enemies as 2D objects rather than keeping them as static images. We plan on creating 2D sprites for the enemies so that we can add animations to them later when they attack or take damage. Our last goal is to find music and sound effects. We plan on going through the libraries in Unity to look for sound effects as well as searching through some websites for royalty-free music.

What we accomplished the past week:

We did not get around to adding background for our menus but we made it so that the player is able easily navigate through the different menus (title screen, character creation, ability selection, skill selection, and combat scene). We have an interface for adjust the players skills when they first start creating their character in the skill menu. We also have basic combat programmed. The player can attack the enemy or heal themselves and the enemy can damage the player. Text for the enemy and player's health is currently only shown in the debug log.