Goals for Week of October 10th:

Our first goal is implementing abilities into combat. We plan on accomplishing this by allowing the player to pick abilities from a class and actually be able to use them in combat as opposed to just using the basic attack we have right now. We also plan on adding animations. We plan on making a few simple attack animations for when the player attacks the enemy. If possible we also want to be able add a few battle animations for the enemy. We want to get a head start on coming up with ideas for level design. We will start thinking about different themes for levels as well as start thinking about how we are going to program the dungeon maps. Our last goal is re-factoring the code. We plan on cleaning up our existing code so that it is easier to read and understand.

What we accomplished the past week:

We found assets for in-game music and sound effects. We used sliders to create functional health bars. We have an interface that allows players to select from different abilities though for the moment all it does is place the names in the appropriate slots in the abilities menu. We have classes set up for the abilities as well as a list of potential abilities for each of the different type of character classes (mage, rouge, fighter).