Goals for Week of October 17th:

Our first goals is to add some functional abilities for our player. We plan on adding a few abilities that the player can select from the ability menu and then use in battle. Our next goal is to add more monsters into the assets. They do not have to load into the game yet but we do plan on drawing more monsters as well as giving them some animations so we can place them in our resources folder for later use. Our last goal is adding animations into the actual game. We created an idle animation as well as an entrance animation in a separate test scene. We want to take these animations and implement them in the actual game so that the player will see them when the game is run.

What we accomplished the past week:

We created a separate scene used to test enemy animations. We created an entrance and idle animation for the demon skull enemy. We wrote up a plan for implementing different abilities for the different character classes. The player can now select and replace abilities in the ability menu in whatever order they want. The stats chosen in the skill menu now affect the players attributes in combat. A test script was written to test the implementation of abilities. Combat has now involves a functional active time battle system in which the player and enemy are able to attack one another once their stamina meter is full. We added a placeholder game over screen as well as a placer holder victory screen.