Goals for Week of October 31st:

Our first goal is adding more abilities into the game. We plan on writing the code for some of the abilities we have not implemented yet and adding them as choices to the ability menu once they are finished. Our next goal is refining the ability and skill menu. We want to change the appearance and layout of the ability and skill menu so that it gives off a better presentation to the player. We also plan on taking some of images for the ability buttons that were drawn last week and implementing them into the ability menu. Our last goal is creating the designs for more monsters (both drawn on paper and in digital format) as well as creating more animations.

What we accomplished the past week:

We have a design for most of the abilities drawn on paper. All our backgrounds now use the same background as the level that the player is currently in. The player know has a counter for ability points which lets them know how many new abilities they can learn at a specific time. When choosing a abilities a message box appears giving the player a brief description of the ability as well as asking them what ability they would like to select. Text for numbers in skill menu have been changed from text mesh to text object to improve readability. We now have a shop menu available. The HUD has been changed in the battle menu with the players portrait, heath and stamina now displaying at the bottom rather than the left-hand side.