**TURN -BASED BATTLE**

TO-DO

* ~~Animated Attacks for Hero~~
* ~~Animated Attacks for Villain~~
* ~~Separate game elements into classes~~
* ~~Better variable names for enemy hit values~~
* ~~Add special attack animation~~
* ~~ADD reset button~~
* ~~Add insults~~
* ~~Place original art for animation~~
* ~~Balance stats~~
* **Tailor window components for screens**
* **~~Enemy Health bar~~**
* **~~Hero’s special weapon~~**
* **~~Enemy’s big fish~~**
* **~~Enemy’s bubbles~~**
* **~~Hit text and hp text~~**
* **~~Win text~~**
* **~~Mock text~~**
* **~~Instruction screen~~**
* ~~More interaction with user (instructions, info)~~
* ~~More Game Info~~
* ~~Remove useless methods and variables~~
* ~~Add comments throughout class~~
* ~~Deal with import problem~~
* Keyboard control (?)
* ~~Re-viewing HPBars logic~~
* ~~Add dodge/miss capability~~ for both
* ~~Critical insult/dance move~~
* ~~Bubbles~~
* ~~Replace proprietary art \*\*~~
* ~~Deal with damageToHero/Enemy confusion~~
* ~~Add different small randomized fishies~~
* ~~Diverse backgrounds as selected from dropdown menus~~
* ~~Improve way images are loaded into game~~
  + ~~Scalability for more animation frames~~
  + ~~Auto sorting~~

Potential Future Upgrades

* Add button to randomize scene elements
* Different character selections from UI as well
* ~~Update help guide~~
* Multiple enemies
* Improve wintext display
* ~~Multiple selectable (original) backgrounds~~
* ~~Sound effects~~
* Multiple attacks
* Help-clicky icon instead of button
* Keys = instant death/help/ funny stuff (randomized)
* Make help text read from file and split into strings of certain lengths
* Create class for inheritance