**Monster Hero Game Log 1 Date 14. October.2019 - 20. October.2019**

**Task:**

1. Learn how to operate Unity.
2. Get the starter screen ready. "Play" and "Quit" should be clickable buttons.
3. Once the buttons work, they should bring you to another screen where the player must select a starter Hero.
4. As of right now, I will only get one starter to work.
5. When the player selects a starter. The scene will change to Battle scene and display the starter hero.
6. The "quit" should end the game.

**Reflection:**

1. I got used to the Unity Software.
2. "Play" and "Quit" are displayed on the screen. They are both buttons that are clickable.
3. The Select starter screen is working too. I am trying to add more details on the screen of the starter Hero.
4. The "Quit" button works.
5. When the player clicks on a starter, they want to play with the screen will change to battle mode.

**Issues:**

1. I am trying to add a picture of the monster on the starter screen and the battle mode but for some reason when I apply the picture, it gets placed behind the background, so the monster is not seen when running the game.