**Monster Hero Game Log 9 09. February.2020 – 17. February.2020**

**Task:**

1. Create the random sprite spawner
2. Get the starters up to date
3. Get Name and level sorted for the enemy hero.

**Reflection:**

**I have the spawner working no problem. I have 10 random sprites, every time the game is played a random sprite will display as the enemy.**

**I updated the starters to the current battle system.**

**Organized the project code and scene better.**

**Issues:**

**There is a bug with one of the starters (Panboo), I want to fix that this week.**

**The array of names is not fully working.**

**Next Task:**

**Get the level to add bonus states to the starter.**

**Add another attack move overwrite an old move.**