**Ultimon Heros Log 11 17. February.2020 – 23. February.2020**

**Task:**

1. Spawner to work perfectly.
2. Fix up the naming bug with random hero.
3. Increase states every few levels.
4. Test final boss battle.

**Reflection:**

**The Spawner works perfect.**

**The hero spanwer and the name assigned to the hero will display. (NO BUGS)**

**I got the 3 starter heroes shined and they will display after a certain level has reached. (NO BUGS)**

**As of right now the final boss doesn’t have anything different to the other enemy heroes.**

**Issues:**

**Working on the state increase after every few levels. (NOT WORKING FULLY)**

**Next Task:**

**Get the States working fully.**

**Add More attack moves.**