**Ultimon Heros Log 11 23. February.2020 – 16 March. 20 20**

**Task:**

1. Get Additional Bonus States from levelling up.
2. Get new Attack from levelling up.

**Reflection:**

**All 3 heroes get stronger as the level up. Fanir gains more attack every 2 levels (attack bonus is random), lagoon gains 10 more HP for every 2 levels, Panboo gains more defence every 3 levels (defence gain is random).**

**The enemy also gain more health every 2 levels (random health gain).**

**The new attack GUI is working, now I just have to code it.**

**Issues:**

**Attack Move pool not working fully, The GUI is okay, the code is a bit tricky for now. I’m doing more research for it.**

**Next Task:**

**Finish up Attack Move pool for all 3 heroes.**

**Start with the final battle.**