**Ultimon Heros Log 13 16 March. 20 20 – 06 April 2020**

**Task:**

1. Get Additional Bonus States from levelling up.
2. Get new Attack from levelling up.
3. Final boss states.
4. Improve enemy states as the levels go up.

**Reflection:**

**I have 2 new attacks for each hero. the attacks are not available until they reach the level required to use it.**

**All 3 states are fully work order.**

**The levelling up states improved a lot for the heroes (health, attack, defence) and the enemy (health & attack).**

**Final boss states half done. (only health).**

**A fix bugs fixed related to the Text that displays Exp amount and health amount.**

**Issues:**

**A lot of duplicated code, I will fix this by taking all duplicated code and putting them in one class,**

**Next Task:**

**Fix the duplicated code.**

**Finish off final boss states.**

**Fix the level and experience bug when going to main menu.**

**Reach up on animations.**