**Ultimon Heros Log 14 06 April 2020 – 28 April 2020**

**Task:**

1. Experience bug
2. Fixed some duplicated code
3. Fix button Attack Delay
4. Work on Award

**Reflection:**

**I have the experience bug sorted out for every hero.**

**A lot of duplicated code is being put into a single function is called. Works for All heroes.**

**The button issue is fixed, the issue was that you can keep pressing the button without a wait. Once button is clicked, it is then disabling for 2 seconds and then enables to be clickable.**

**Once the button is clicked, A 1 second delay occurs with a box showing how much damage the player has dealt to the enemy, after the delay another delay for 1 seconds occurs that shows how much damage the enemy has dealt to the player’s hero.**

**3 different spawn systems are in working order, reason why is because I had a lot of enemy characters, might as well put them in the game.**

**I have come up with a new idea that allows the player to play as a hidden character. The way I’m goanna implement this into my game is, if the player beat the game with all 3 starters, they will be able to play as this hidden character.**

**Issues:**

* **A lot of duplicated code, I will fix this by taking all duplicated code and putting them in one class.**
* **The damage box doesn’t disappear when the delay is done**
* **Award is making some problems.**

**Next Task:**

* **Fix duplicated code.**
* **Fix Damage box.**
* **Fix award.**
* **Try animations.**