**Ultimon Heros Log 15 28 April 2020 – 06 May 2020**

**Task:**

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

**Reflection:**

**The Fixed most of the bugs, I will let my brother play with the game as a beta-tester and check if he finds any bugs.**

**Fixed the damage-box. When the battle starts, the box and text is disabled, when an attacked is used, the damage-box is enabled foe 2 seconds and then disabled.**

**The Award is fixed. When the player beats the game with a hero, they will unlock the shiny version of that hero (final boss)**

**I also added another “secret level” that can be unlocked by beating the game with all 3 heroes. The secret hero has the new moves, 40 different enemy’s (Enemy’s from all 3 heroes + enemy boss).**

**Issues:**

* **Animation was a fail. Don’t have time to figure it out.**

**Next Task:**

* **Fix duplicated code.**
* **Comment Code / better flow.**