**Monster Hero Game Log 2 Date 21. October.2019 - 227. October.2019**

**Task:**

1. Learn how to operate Unity.
2. Fully complete the battle scene.
3. Advance in Udemy.
4. Start coding for the first starter hero.

**Reflection:**

1. Enjoyed playing with the software.
2. The states panel displays are currently displaying NAME, LEVEL, HP. The only thing is that the values for the variables are empty.
3. Continued with my C# course in Udemy.
4. I have scratched the surface with the Hero coding.

**Issues:**

1. I am finding the hero coding a bit difficult to do. My plan is to keep learning C# in Udemy while researching Pokemon battle system online.