**Monster Hero Game Log 2 Date 27. October.2019 - 3. November.2019**

**Task:**

1. Learn how to operate Unity.
2. Research Pokémon battle system.
3. Start coding for the hero.

**Reflection:**

1. Researched Pokémon battle system, RPG battle system, GUI, damage
2. Kept going with Udemy
3. Attempted coding for Hero.

**Issues:**

1. I am finding the hero coding a bit difficult to do. My plan is to keep learning C# in Udemy while researching Pokémon battle system online.
2. The online issue that I have found is the battle system. Coding for the Hero is troublesome