**Monster Hero Game Log 6 01. December.2019 - 08. December.2019**

**Task:**

1. Learn how to operate Unity.
2. Animation
3. Add Heal function for both heroes.
4. Get git sorted out

**Reflection:**

1. I have added a heal button that allows the player to heal their heroes. The heal function also applies to the enemy hero. They have a one in five change to heal.
2. I have started the second starters battle sense.
3. I have tried making some sort of animation for the attacks but no lock, changed my force to task 3 and adding new starter.

**Issues:**

1. Making the animation is a complex, need more research before I can do this task.
2. Git was a not completed so I just left it alone.