**Monster Hero Game Log 7 01. December.2019 - 14. January.2020**

**Task:**

1. Learn how to operate Unity.
2. Get experience system
3. Display the current health and exp

**Reflection:**

**I got the system bar and text to sync together. 100/100 at the start of the battle, when damaged, the health bar text will match the health. if the damage received to our hero is 15, the health bar text should say 85/100…. This applies to the Enemy hero.**

**The experience system is up and running but the only way to gain experience is by pressing a button. The way I want the experience to be gained is by winning or losing a battle.**

**I also found “fake Pokémon “design in someone’s GitHub. I have emailed the person about using their “fake Pokémon” in my game.**

**Issues:**

**So Far, no reply to my email.**

**The experience system needs a bit of work in the gaining park**