**Monster Hero Game Log 8 14. January.2020 – 27. January.2020**

**Task:**

1. Get experience system
2. Display the current health and exp
3. Start on Hero class.

**Reflection:**

**I have half of the level system working. The experience will show using a blue bar, a text will also show how much experience the hero has. One the hero wins or loses a battle the level and experience is kept.**

**Issus:**

**The only issues are that when the hero loses/wins a battle no experience is gain. There is a button on the battle scene that gives the hero experience, this button is only for testing.**