**Monster Hero Game Log 9 02. February.2020 – 09. February.2020**

**Task:**

1. Finish up Experience and level system.
2. Do some research on Spawn points.
3. Learn from Udemy.

**Reflection:**

**I have finished my level system and experience display.**

**If the players hero dies, they gain 25 experience. The level starts at 1 for now. (I might change this)**

**If the player wins the battle, the hero gains 100 experience. (A level up).**

**The level is saved through the difference scene.**

**Next Task:**

**Get a game object to spawn a random hero from a array using the hero design I got from an open source GitHub.**