Problem 1: Charge not scaling/calculating correctly and scales infinitely both in damage and visuals

fix: set greater values to a fixed number

Problem 2: dialogue disappears instantly and stacks over each other

fix: gave them individual message IDs and put them in an array. gave messages a bool. If true, show message. after tracking if its true, sets false after 2 seconds.

Problem 3: wouldn't clear background after 100 points

fix: I was stupid and didn't make the rectangle properly

Problem 4: I couldn't make it in time, I neglected the amount of time I thought I'd need to make this

fix: none

Axis labels (horizontal): 0 50 100 150 200 250 300 350 400 450 500 550 600 650 700 750 800

Axis labels (vertical): 50 100 150 200 250 300 350 400 450 500 550 600

Left to punch
Right to slap
can charge for more dmg
punch: ! = 100
slap ! = 60
tell damage

Dialogue box

effects are red

◯ = punch (size gets bigger when charging)

[] = slap

face contorts after a threshold of 25

Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates