**PV3 – Development Logs**

**[January 13, 2021]**

* Implemented JSON serialization functionality.
* Implemented Settings functionality.
* Implemented Credits Screen.
* Implemented Game Audio slider functionality.
* Implemented the skeleton of Spell VFX functionality.
* Slightly adjusted the positions of all Back buttons and Titles in the Home Screen (Shop, Character, Fight, Inventory).
* Fixed an issue where the Character Portrait Icons, Spell Icons, and Level Select Icons would not be masked properly, exposing the entirety of the Spell Icon Image.

**[January 14, 2021]**

* Implemented the skeleton of Spell SFX functionality.
* Implemented Button SFX functionality.
* Refactored the Audio System to account for SFX.

**[January 22, 2021]**

* Implemented Character Information Help Panel functionality.
* Implemented Character Information Change Portrait/Name Panel functionality.
* Finalized Character Information Add EXP Panel.
* Implemented Particle Effects in Title Screen.

**[January 24, 2021]**

* Implemented Critical Chance functionality. Characters now have a [0.5% \* Dexterity] chance of landing a critical strike, dealing double damage.
* Implemented Damage Reduction functionality. Characters now take [0.5% \* Armor] less damage from all sources of damage.
* Dodge and Block Chance no longer scale from Dexterity and Armor, respectively. They can now only be increased from Spells, Skills, and Equipment.

**[January 25, 2021]**

* Revamped JSON serialization functionality. Alongside Audio Data, you can now save the following Player information:
  + Name
  + Portrait Icon
  + Combat Class
  + Level
  + Skill Points
  + Current Experience
  + Attributes
  + Spells
* Fixed an issue where the Player Name and Portrait Icon would not save properly in the Game Scene.

**[January 26, 2021]**

* Revamped Character Help Panel. It is now much easier to read.
* Fixed an issue where the Player Name and Portrait Icon would not save properly in the Home Scene.

**[January 27, 2021]**

* Implemented Tooltip functionality. As of now, only the Home -> Character Screen displays tooltips. More will be added in the future.

**[February 15, 2021]**

* Implemented 10 new Warrior Spells.
* Implemented Attribute Bonus functionality. Spells are now properly affected by Attribute values.
* Implemented Spell percentage option. Damage Spells can now deal percent health damage; Heal Spells can now heal for percent health; Status Spells can now deal percent health damage and increase Status Effects by a percentage rather than a random value between two integers.
* Adjusted how Status Effects Duration Timers are deducted. It should feel more consistent.
* Adjusted how damage calculations are made for Multi-Attack Spells. It no longer considers damage reduction when calculating the damage.
* Fixed an issue where the check for Player Death was not executing properly.
* Fixed an issue where Status Effects would be applied, regardless of whether the attack was dodged/blocked.
* Fixed an issue where Damage Reduction was not being calculated and applied properly.

**[February 17, 2021]**

* Implemented Player Spells JSON functionality. Player Spells are now reliant on the Spell IDs listed from the JSON file.
* Fixed an issue where Spells with Linger or Regenerate Effects would not properly apply the percent health heal/damage.

**[February 21, 2021]**

* Fixed an issue where a Character’s Damage Bonus was not being converted to a percentage value, resulting in the damage output to be much higher than intended.
* Fixed an issue where the Player Spells were not being initialized properly on runtime.