Log- Dead Souls Creator

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| **Date** | **Notes** |
| 13/4/15 | Started work on the NPC editor for the project. A basic UI with most of the required variables has been set up but further viewing of the documentation for the Dead souls mud needs to be viewed before and data can be edited. |
| 13/5/15 | Currently the Visual Basic Language is still a little bit foreign to me making it difficult to build much code to create/edit and files. Still a little hazy on creating files and integrating the program with the main program |
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