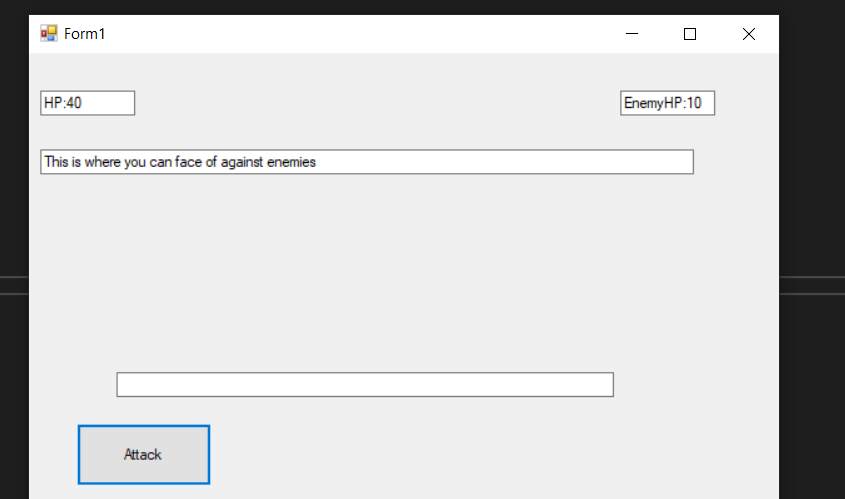
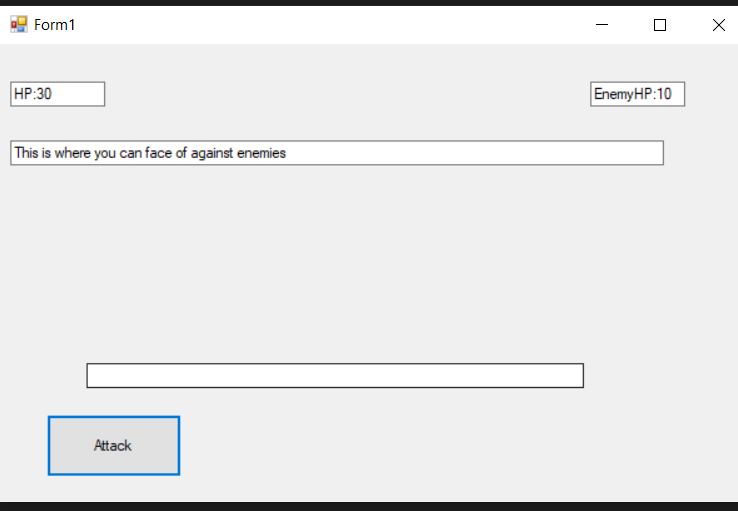
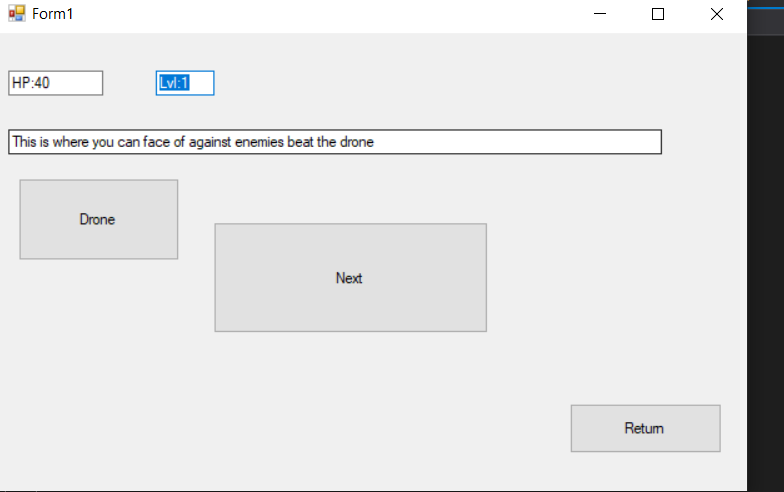
Testing

* Testing attack to make sure after attack you take damage



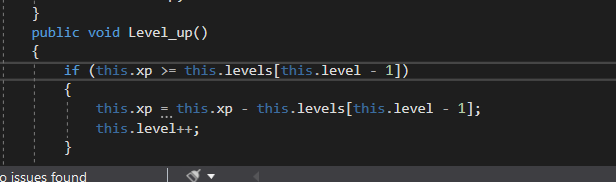
Realized need to change the hp value

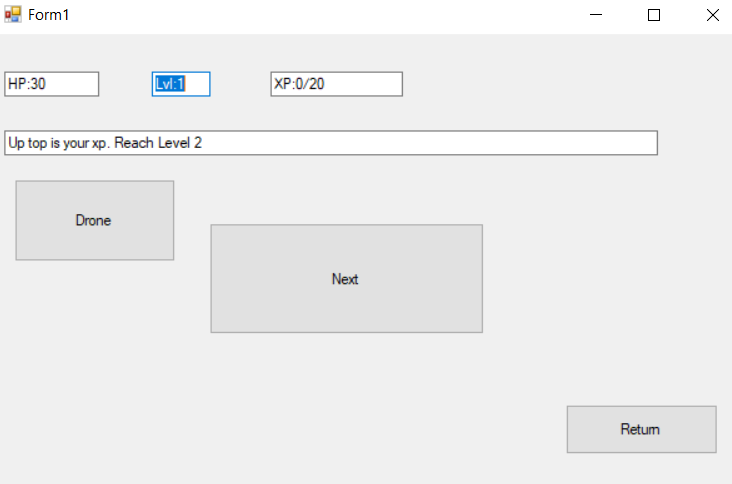




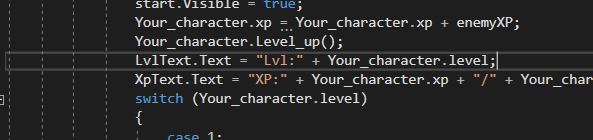
Removing the giant next because it is not necessary

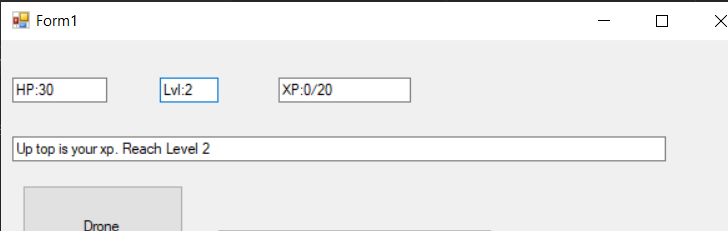
Checking if leveling up works



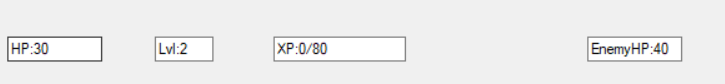


Realized the current level did not update in the code

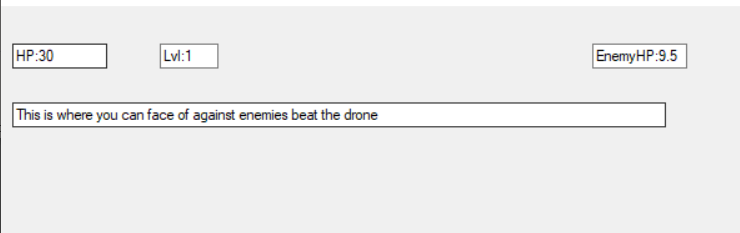




Testing enemy scaling



Testing amp damage should be a .05% increase to 10



Realized I forgot to update the damage delt