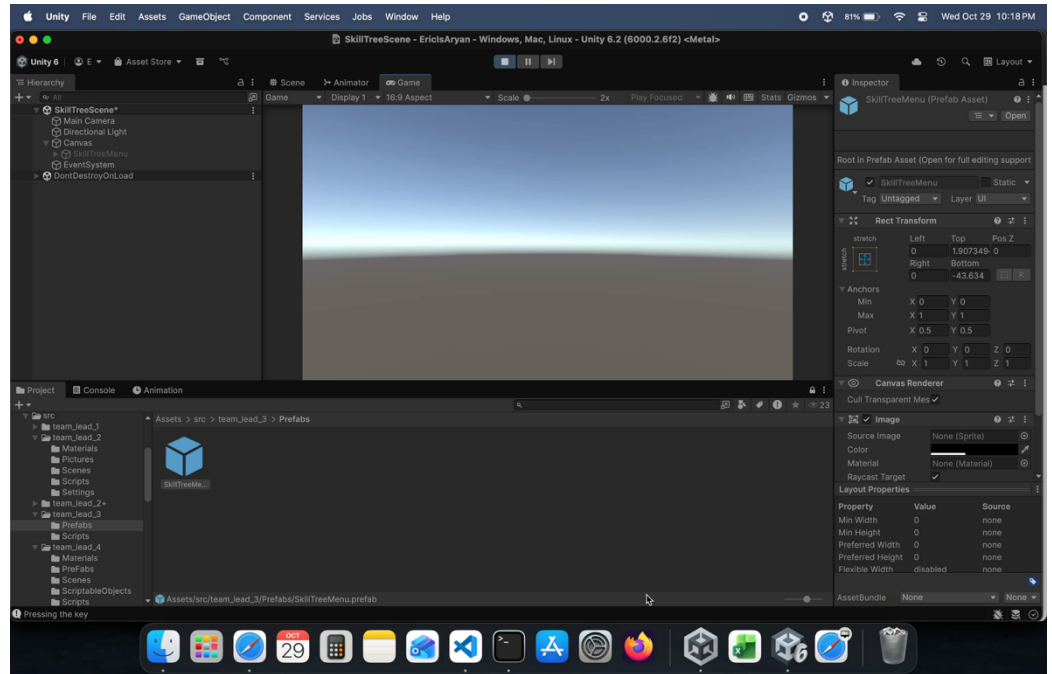# Skill Tree Menu

Author: Eric "git clean -f" Johnson
Description: A menu for the player to select and acquire skills throughout the game

If video doesn't play -> https://youtu.be/_aUXpwgoz28

Components:
1. Skill tree script
   Makes the menu pop up and pause the game when the player presses X
   Also allows player to click on skills
   Adds the skill to the player and keeps track of all the skills the player has
2. Fighter, Ranger, and Mage sections
   These sections contain all the buttons
3. Buttons
   These are the buttons the player will click on to add a skill
   Buttons are ordered and a player has to unlock one before they can get the other
4. Text
   Adds text to the class buttons so player knows which button is which
   Later there will also be a text box with the name and description for each
   ability.

Requirements: Unity 6000.2.6f2