

## Secrets of Toanium - Support #108

### Combat log needs to show hit/miss calculation

04/14/2021 05:23 PM - Jay Gischer

<b>Status:</b>	Closed	<b>Start date:</b>	04/14/2021
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Jay Gischer	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
This will be very helpful in verifying that the calculations are made correctly, and that damage is being applied correctly.			

#### History

##### #1 - 04/21/2021 06:55 PM - Jay Gischer

- Status changed from New to Resolved

Added the attack and defense values in brackets to the combat log.

##### #2 - 04/22/2021 10:04 PM - Jay Gischer

- Status changed from Resolved to Closed

Fixed in 0.13.3