-= Brendan Changes =-

*Commit 1*

Added aF:

* Will reinforce competitive plays if won
* Will decrease competitive plays if lost
* Will reinforce safe plays if best card could not win
* Will decrease safe plays if trump card could've won

*Commit 2*

Tweaked conditioning of aF:

* Playing forced moves will not adjust CPU’s aF

*Commit 3*

Fixed play-to-win last round:

* mWC (minimal winning card) will return index of the card that can just barely beat the highest ranked card currently in play

*Commit 4*

Implemented decorative touches into file

Revised CPU discard logic:

* Will discard lowest card from whole deck, not hSF

Began work on CPU card counting logic:

* Tracks played cards
* Tracks active cards

*Commit 5*

Visual CPU updates:

* Incorporated random name generator into CPU names
* Incorporated main loop

*Commit 6*

Stable version:

*Commit 7*

CPU Decision Making:

-= The Secret Weapon’s Changes =-

-improved printed visuals(added dingbats/ made everything less crowded)

-added the ability to redo the game

-tweaked time sleep thingies(so you don’t have to wait till ur on ur deathbed for the game to load/ bot don’t take eons to pick a move)