Documentation

12/10/18- I started editing the sample game to try and customize it. I then proceeded to increase the conditional statements to have the room operate better with less errors.

12/11/18- The next day I mapped out all that I had onto a sticky note to help create the game easier and with a more natural feel. I then created the function of room2()

12/13/18- The startGame() function created an error so I tied to make it a conditional statement with an if else statement to have the game run. I created the rest of the room functions and had a rough draft of the final copy.

12/14/18- This is the final day and the game creates and endless loop at certain points at the game and forces the kernel to crash. It turns out if was in the exitroom area of the function. It created the endless loop when exitroom == True so I changed it to exitroom = True and it stopped the loop. I am also having difficulty uploading it onto GitHub for the assignment.