Final Submission Patch Notes:

Added tab to credits

Fixed read me file

Deleted terminology or change it in the .cadet option 2

Told user about asklark variable in .tortmission

Fixed Mission 6 dialogue (askLARK)

Mention when using ls -l, you can differ between a file or directory

Told user to click I to edit in vim, esc to exit Insert mode, and :wq to exit vim

Told user to vim into ascii table file to decode ascii

Made .startgame.sh call itself if an option other than 1 or 2 was chosen

Fixed issue where title wouldn’t appear if option two was chosen before option 3

Removed .startgame.sh

Quality of Life (changed formatting in dialogue, changed color of some text, changed call from “bash -lic” to “source”, changed press any key to press enter, changed word count to line count,

Adjusted askLark variable to give better hints

Adjusted the instructions in .tortMissStart.sh to be clearer

Emphasized the importance of sourcing each script

Fixed mission 5 dialogue where it would clear dialogue randomly

Added to the credits

Added askLark to .tortMissStart.sh

Unset askLark at the end