REMOVE THESE FROM THE LIST AS YOU HANDLE THEM

1. Must change goldenrod city flower shop to REMOVE the check on beating sudowoodo, or the location will lock itself
2. Must change floor 5 of the radio tower to make it so that the actual director after the rocket incident just redirects to the fake director’s script anyway
3. Need to actually figure out how to make it so the director in the underground warehouse won’t despawn when team rocket is beated(and also make sure he still spawns in on the rocket trigger)
4. I need to actually implement radio tower period
5. Whitney must be modified so that she doesn’t check if you have the plain badge before giving you a badge
6. Modify bug catching contest and add it into the randomizer’s files so that it can occur every day and can be done multiple times per day. Also modify the contest so that the prizes are actually stated in advance(this is something to work on for a much later revision)
7. Don’t let the shop in goldenrod sell rock smash, by including the flag setting in the code and removing it from the guy by sudowoodo