Project Name: Taskmaster

Problem: Massive influx of unproductivity, procrastination and loneliness

Objectives:

I. To be able to log tasks and create a digital clock to count down;
II. Code a reciprocation system to reward players for completing tasks
III. Account system and recording of playerdata
IV. Simple turn based combat system

Planned Features:

I. Log up to 12 tasks at a time and send reminders to complete them
II. Chatbox
III. Reminder system
IV. Point system where it gives you points to spend on the in game items
V. A turn based battle game
VI. A shop system for the in game battle game

Expected User Input

I. Task to be done
    A. Whether or not it is done
    B. When the task is to be done
II. Item purchased in the in game shop
III. Action in the turn based battle game part of the program

Outputs:

I. A set amount of in game currency
II. A reminder sent when the task is to be completed
III. If you have enough in game currency to buy an item or not
IV. The result of your actions in the turn based battle game

Pseudocode:

Display (“Welcome to Taskmaster: The ultimate fighting game and task reminder all in one!”}

Display (“In this game you will enter the tasks you need to complete for the day and once you complete them all within 24 hours or less you will enter the fighting art of this game where you will fight a boss as your final challenge”)

Display (“However if you don't complete all your tasks in 24 hours the game resets and you will have to input new tasks and repeat the game again”)

Display (“I wish you safe travels o task master

```
Task_list = []

task_to_add = input(“Please enter a task to complete  (enter zero to stop): “

While task to add is != 0 or items in task list < 12
        Add task_to_add to list Task_list
        Display f”Task {task_to_add} added to task list.”
        Display “Task list: “
        Display  all items in Task_list
        task_to_add = input(“Please enter a task to complete  (enter zero to stop): “)

Task_completed = input (“Enter completed task: “)

 While Task_completed
```