

Project Group: 6

Project Name: Pythomon

Team Members: Gavin, Will, Liam, Nicholas

Project Duration: [4/15/2024] - [4/19/2024]

Daily Log Entries [4/16/2024] – [4/19/2024]

Date	Task Description	Team Member(s)	Completion Date
[4/16/2024]	[Make the three classes needed for the game]	Gavin	[4/18/2024]
[4/16/2024]	[Make the shell for github main branch. Standard codebase for everyone to start with]	Will	[4/16/2024]
[4/16/2024]	[Made the item shop, which is a core part of our gameplay]	Liam	[4/17/2024]
[4/16/2024]	[Made the battle function structure/skeleton]	Nicholas	[4/16/2024]

Date	Task Description	Team Member(s)	Completion Date
[4/16/2024]	[Made introduction txt and function to display it]	Will	[4/16/2024]
[4/16/2024]	[Worked on item inventory system]	Liam	[4/17/2024]

Date	Task Description	Team Member(s)	Completion Date
[4/17/2024]	[Began fully fleshing out the battle function]	Nicholas	[4/17/2024]
[4/17/2024]	[started highscore saving system]	Will	[4/18/2024]
[4/17/2024]	[story]	Liam & Gavin	[4/18/2024]
[4/17/2024]	[Fixed Some Logic Errors in Battle & Player]	[Nicholas, Will, Gavin]	[4/19/2024]

Date	Task Description	Team Member(s)	Completion Date
[4/18/2024]	[Made instructions on how to play the game and a method to display it]	Will	[4/18/2024]
[4/18/2024]	[Implimented highscore and scoring system to the rest of the code]	Will	[4/19/2024]
[4/19/2024]	[created Main function in Main.py]	Gavin	[4/19/2024]

Date	Task Description	Team Member(s)	Completion Date
[4/19/2024]	[Fixed Bug Errors]	[Nicholas, Will, Gavin & Liam]	[4/19/2024]