**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] |
| [4/19/2024] | [Fixed Bug Errors] | [Nicholas, Will, Gavin & Liam] | [4/19/2024] |