

Production Log - Tuesday 20/07/2021

Completed tasks:

- Main game code
- scoring system
- Most documentation complete
- Added code to implement difficulty settings

In Progress:

- Polishing documentation (dev plan etc)
- Adding menu options (game info, instructions, difficulty options, exit option)

Left to do:

- Further error testing
- Bash scripting
- Compile and triple check all code and documentation for submission
- Submit!