

# Daily Diary

## Text-Based Adventure Game

Date: June 12, 2024

### Progress

- Created functions to handle different rooms.
- Set up a dictionary to store items and their locations.
- Implemented a game loop that allows the player to navigate rooms and pick up items.
- Tested the navigation and item pick-up functionality.

### Challenges

- Ensuring smooth navigation between rooms.
- Correctly updating the inventory.

### Next Steps

- Add more rooms and interactions with objects and characters.

## Contact Book Application

### Progress

- Implemented functions for adding and removing contacts.
- Created a simple search functionality.
- Set up file I/O operations to save and load contacts.
- Handled exceptions for file operations.

### Challenges

- Handling invalid input gracefully.
- Ensuring data persistence.

### Next Steps

- Improve the search functionality.
- Enhance the user interface.

## Hangman Game

### Progress

- Stored the word to be guessed and tracked guessed letters.
- Implemented the game loop to handle user input and update the word state.

- Added a limit on incorrect guesses to determine the game outcome.
- Tested the basic gameplay.

### **Challenges**

- Updating the displayed word state correctly after each guess.

### **Next Steps**

- Add more words to the word list.
- Improve the user interface.

## **Expense Tracker**

### **Progress**

- Created functions to add and list expenses.
- Set up file I/O operations to save and load expense data.
- Implemented a function to generate a summary report of total expenditures.
- Tested the basic functionality.

### **Challenges**

- Ensuring accurate calculations for the summary report.
- Handling file operations smoothly.

### **Next Steps**

- Enhance the reporting feature.
- Improve the user interface for better usability.