Developer's Journal

7<u>th September 2021</u>

<u>7pm – 9pm</u>

Worked on: Pseudocode for the main function

Challenges I faced: it has been a while since I did pseudocode for a code so I had to brush up

on it a little.

9<u>th September 2021</u>

<u>7pm – 9pm</u>

Worked on: The main function and to display the starter message.

Challenges I faced: Little rusty on the {Def main} function so I reviewed the slides from the

lecture.

14<u>th September 2021</u>

<u>7pm – 9pm</u>

Worked on:

Challenges I faced: The Quit option was not working well. The exit message did not display,

and I kept getting an error. Took me a while to get it working smoothly.

15<u>th September 2021</u>

<u>7pm – 9pm</u>

Worked on: I wrote the most difficult lines of code, at least for me, the Wait option. Had to

use a in-built python function, random.randint (x,y)

Challenges I faced: I was nearing the deadline and the W option was not working.

17th September 2021

7pm – 9pm

Worked on: Continued the Wait option.

Challenges I faced: Time was of the essence. It was taking too long to fix the error I was getting for the W option.

20th September 2021

7pm – 9pm

Worked on: Completed the Wait option

Challenges I faced: Took a lot of time to smooth over the error I was getting, and I was mentally stressed at this point. Deadline was near.

22nd September 2021

7pm to 9pm

Worked on: Removing the plant and adding the plant.

Challenges I faced: len, an in-built python function. I had to studying about it again using the slides before I could carry on with the code.

25th September 2021

7pm to 8pm

Worked on: Getting the total amount of food.

Challenges I faced: Also, the in-built len function.