**Task Tracker Documentation**

This file will be used to keep track of anything that was attempted to be done upon the files, henceforth known as tasks, in the GitHub. Please read carefully how to update this file as it will be used later to double check that nothing extra was taken out or added. This will be used to approve updates to the Master branch.

Date: 3-2-2019

Tasks started: Created Visual Studio 2017 project to manage the turn sequence for the game. Created a document in Microsoft Word 2016 to track the updates that are being done on the project as a whole.

Tasks completed: Created and updated the progress documentation, named Task Tracker, pseudo code has been created. Some cout and conditional statements have been added to start the sequence.

Tasks not completed: n/a so far

Successful task updates: Code compiled (Photosynthesis\_TS\_Code\_B1)

Unsuccessful task updates: I tried adding some pauses using the Sleep()/sleep() function but they did not work, even after adding the stdlib.h library. Same thing went for the cin.getline() function.

Today’s goals: To at least create a pseudo code for the turn sequence

Additional notes: Tentative goals for next time I work. Get the pauses and getline functions to work.

Date: 3-3-2019

Tasks started: Added a do/while loop to repeat the sequence of events that take place in a turn

Tasks completed: Added multiple if statements to the function “buy” within the main function. Created a mock array to display the menu of what is supposed to be items and prices.

Tasks not completed: Was not able to expand more on the conditional statements one the previous day.

Successful task updates: Code compiled

Unsuccessful task updates:

Today’s goals: Expand on the turn sequence.

Additional notes: Do not fret, this will take a while and the current goal is to create a loop that works as intended. You may want to keep it simpler. For example, create the loop that steps through the days, then start narrowing down what each phase and turn do.