Feel free to add anything to this sheet or change anything, making sure group members are made aware of the changes!

If you update this sheet, please indicate below:

Last updated by Cortney - 11/23 @ 2:30

<https://github.com/cmerino9/PowerpuffGirls>

Wikipedia for Powerpuff Girls:

<https://en.wikipedia.org/wiki/The_Powerpuff_Girls>

if you are to watch the show, please watch the old version! (not 2016)

*Cortney is responsible for diceRoll2, diceRoll3, diceRoll4, diceRoll5.*

*Dennis is responsible for diceRoll6, diceRoll7, diceRoll8, diceRoll9.*

*Christopher is responsible for diceRoll10, diceRoll11, diceRoll12, diceRoll13.*

*Thuy is responsible for diceRoll14, diceRoll15, diceRoll16, diceRoll17.*

Everyone should do about 1 of each:

1. gain/lose life

2. lose/gain spaces

3. challenge where user has options (fight, take potion?, etc)

4. chance bonus or minus

Current Objectives:

* Work on introduction to game for user
* diceRoll framework
  + should be a function “def diceRoll2( )”
* Create a list of variables we can all use… I have started below

**diceRoll** #an integer between 2 and 18, chosen with random module

**blossom** #user may pick this variable as their character or it will show up on a dice roll

**bubbles** #user may pick this variable as their character or it will show up on a dice roll

**buttercup** #user may pick this variable as their character or it will show up on a dice roll

**sugar** #one of user’s lives, can be gained or lost

**spice** #one of user’s lives, can be gained or lost

**everythingNice** #one of user’s lives, can be gained or lost

**chemicalX** #one of user’s lives, can be gained or lost

**spaceNum** #number of spaces user has moved, integer from 0 to 150