The main thing I had trouble with was my kill\_game function in my game\_time\_limiter.sh shell script. Initially, I was using taskkill. No matter what I tried, it would still return a “ERROR: Invalid argument/option - 'F:/'. Type "TASKKILL /?" for usage” error in my kill\_output.txt log. After trying everything I knew, I opted to use PowerShell to kill the process. At first, I still had no success with this. I tried to change the process I was trying to kill, instead using MS Paint. I thought that maybe Team Fortress 2, what I was initially testing with, maybe had some protection against scripts as an anti-cheat protocol. I still had no luck with MS Paint. Eventually, with research, I removed the file extension from my code. This worked. I tested it a few times then switched back over to Team Fortress 2. It worked with the game as well. Then I added my comments. I had some issues installing Flask, as well. My future plans are to ensure my shell script is communicating with the Python and Batch scripts, because at the moment I’m not sure if it is. I also would like for the user to receive system notifications for when the game is terminated and for their warnings, instead of the output existing entirely in the log. I would also like to improve cross-platform compatibility and test it in a Linux virtual machine.