Day	Tasks
Today (04/10)	• Initialize GitHub repo • Write initial HTML layout • Add minimal CSS styling • Instructions • Add references to elements in JS • Player object in JS
Thursday (04/11)	• Rules • Turns • Display basic dice • End game • Scoring
Friday (04/12)	• Interact with dice • Check game functionality • Readme • Deploy
Saturday (04/13)	• Refine dice display • Refine instructions • Refine board • Check readme
Sunday (04/14)	• Assess code logic (is there anything that can be simplified?) • Make mobile-friendly • Check readme
Monday (04/15)	• Assess code logic (how did mobile go? Anything able to be written cleaner?) • Dice animation • Check readme
Tuesday (04/16)	• Store user score • Display user high score • Assess code, can it be cleaner or more functional? • Check readme
Wednesday (04/17)	• Present