**Project Group Log Template**

**Project Name: Escape the PCAP**

**Team Members: Carolina Benhami, Mary Elizabeth Chukwu, Olivia Reyna, Janay Snell**

**Project Duration: 4/16/24- 4/19/24**

**Daily Log Entries**

| **Date** | **Task Description** | **Team Member(s)** | **Completion Date** |
| --- | --- | --- | --- |
| 04/16 | completed dictionaries of test questions and outlined base code for classes | Mary | 04/16/24 |
| 04/16 | Work on the starting interface of the game, set of instructions, menu, and main functionalities. | Carol | 04/17/2024 |
| 04/16 | Generating questions for user, helping create a dictionary for each of the questions and answers | Janay | 4/16/24 |
| 04/16 | Making the end scene | Olivia | 4/16/24 |

| **Date** | **Task Description** | **Team Member(s)** | **Completion Date** |
| --- | --- | --- | --- |
| 04/17 | completed GameScene; rooms + tests logic | Mary | 04/17/24 |
| 04/17 | Finished menu function and started working on the main file that is supposed to run. I also helped with debugging the classes. | Carol | 04/17/24 |
| 04/17 | Creating the main file to combine all the other files. | Janay | 4/17/24 |
| 04/17 | Error handling | Olivia | 4/17/24 |

| **Date** | **Task Description** | **Team Member(s)** | **Completion Date** |
| --- | --- | --- | --- |
| 04/18 | merged code with main | Mary | 04/18/24 |
| 04/18 | Implemented menu to the first class/room and made sure it worked appropriately. | Carol | 04/18/24 |
| 04/18 | Worked on implementing the key and making sure that when the user failed a room, the game ended, and they got a failing certificate. | Janay | 04/18/24 |
| 04/18 | Peer programmed with Janay to help implement the key and not letting failures pass | Olivia | 04/18/24 |

| **Date** | **Task Description** | **Team Member(s)** | **Completion Date** |
| --- | --- | --- | --- |
| 04/18 | Fixed function errors, end scene, added comments, tested code | Mary | 04/18/24 |
| 04/18 | Worked on implementing the inventory and key system, so that every correctly answered question adds a part of a key to the inventory and when 3 questions are correctly answered, the next room is opened. | Carol | 04/19/24 |
| 04/19 | Testing code and creating ReadMe file | Janay | 04/19/24 |
| 04/19 | Peer programmed with Janay and carol to make the read me file | Olivia | 04/19/24 |