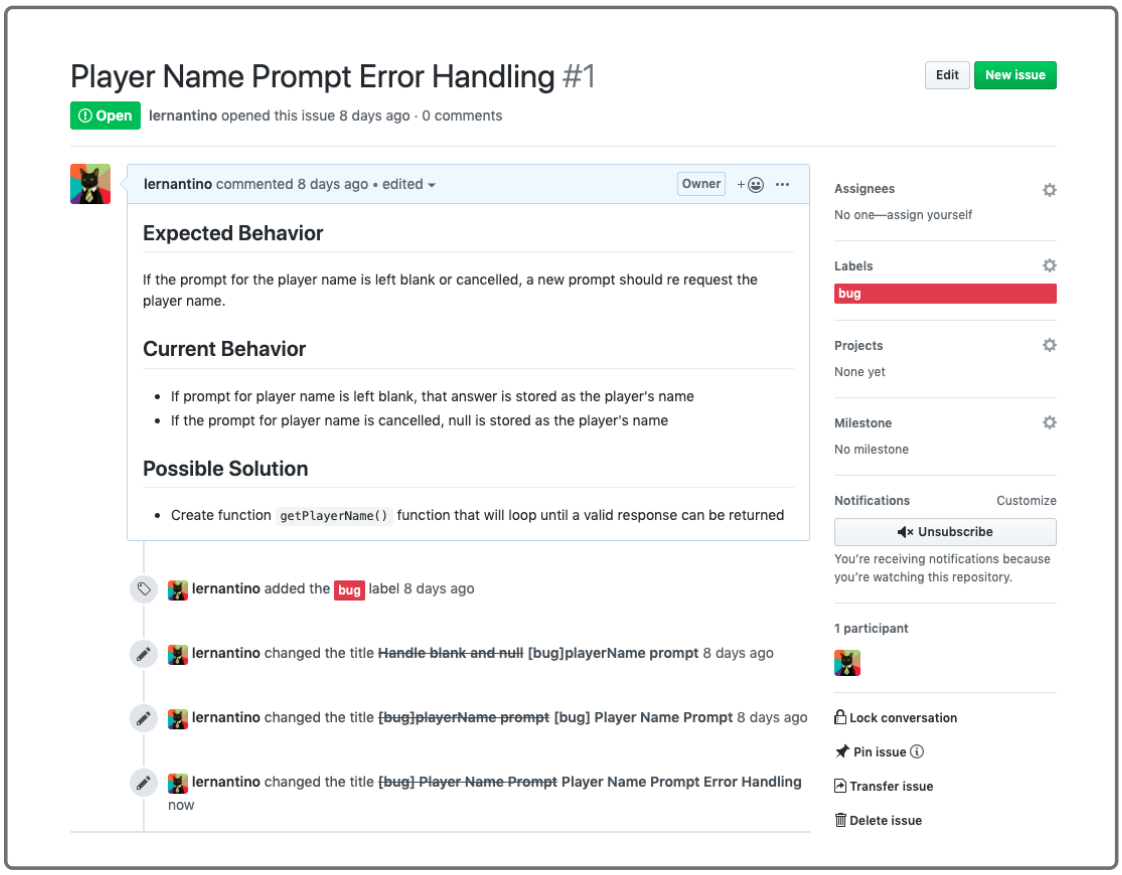
3.5.3 Create GitHub Issues

As usual, the first thing we need to do is create GitHub issues for the items on our to-do list. This will allow us to enhance the game incrementally during the time we have left because we can merge each new feature/fix into `master` as soon as it's done.

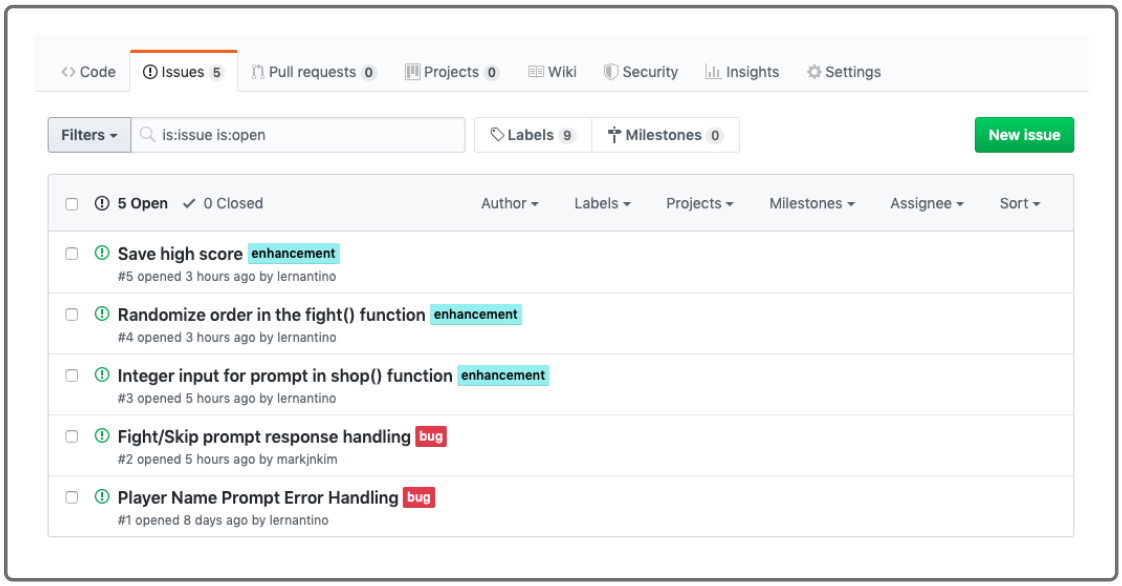
Create a GitHub issue for each of the following (note that we combined the two items related to the fight-or-skip prompt into one issue):

- Bug: Blank/null response handling for the player name prompt
- Bug: Mixed-case response and blank/null handling for the fight-or-skip prompt
- Enhancement: Use integer responses in the `shop()` function to replace string commands
- Enhancement: Randomize fight order in the `fight()` function for each new enemy robot round
- Enhancement: Save high score using `localStorage`

Here's how the first issue could look:



Go ahead and create the remaining GitHub issues on your own. When you're done, you should have a list that resembles this one:



Notice that the labels clearly mark the issue type. Let's see how many we can get done before the deadline!

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