

## Project Group Log Template

**Project Name:** Portnite

**Team Members:** Marc Fernando, Tody Liang, Vir Patel, Henry Vogel

**Project Duration:** 4/16/2024 - 4/19/24

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### Daily Log Entries

Date	Task Description	Team Member(s)	Completion Date
4/16/2024	[Coded classes]	[Tody Liang]	[4/16/2024]
4/16/2024	[Coded play_game function]	[Vir Patel]	[4/16/2024]
4/16/2024	[Coded main_GUI function, menu for game]	[Marc Fernando]	[4/16/2024]
4/16/2024	[Added mp3, png, and Ascii Art. Helped out with others' code in main. Added code.]	[Henry Vogel]	[4/16/2024]

Date	Task Description	Team Member(s)	Completion Date
[4/17/2024]	[Finished classes for guns. Help others fix their errors with their code.]	[Tody Liang]	[4/17/2024]
[4/17/2024]	[Coded while loops for gameplay, input validation, and looting]	[Vir Patel]	[4/17/2024]
[4/17/2024]	[Used .random for background drop, fixed some user errors for input crashes, working on python questions. Formatted Code]	[Marc Fernando]	[4/17/2024]
[4/17/2024]	[Coded heals and added heals into main. Helped with other parts.]	[Henry Vogel]	[4/17/2024]

Date	Task Description	Team Member(s)	Completion Date
[4/18/2024]	[Tried to fix the errors in the code. Added error handling.]	[Tody Liang]	[4/18/2024]

Date	Task Description	Team Member(s)	Completion Date
[4/18/2024]	[Healing, inventory management, little bit of fighting stuff]	[Vir Patel]	[4/18/2024]
[4/18/2024]	[error handling, removing [] and " in strings in formatting, added 10 questions to databank]	[Marc Fernando]	[4/18/2024]
[4/18/2024]	[Questions, Main, Controller, Difficulty]	[Henry Vogel]	[4/18/2024]

Date	Task Description	Team Member(s)	Completion Date
[4/19/2024]	[Fixed all the errors and the code works]	[Tody Liang]	[4/19/2024]
[4/19/2024]	[Worked more on fighting system]	[Vir Patel]	[4/19/2024]
[4/19/2024]	[Fixed the code, added if elif handling for code, comments, questions for networking, format errors and redid the code for heal and fight]	[Marc Fernando]	[4/19/2024]
[4/19/2024]	[More Questions, Tutorial, Main]	[Henry Vogel]	[4/19/2024]