

Walker or Jordan	Time Started	Time Finished	Date	Description of Work	Total Time Worked
W	11:00:00 AM	11:30:00 AM	3/12/2024	Put together Google Doc for the outlining of the game itself to be updated as time goes on	0:30:00
W	3:00:00 PM	3:45:00 PM	3/20/2024	Put together Google Sheet and Trello board for time slots and keeping up on whats done	1:15:00
W	10:00:00 AM	10:50:00 AM	3/26/2024	Made some silly mods of the base game to better understand the code and how to modify it	2:05:00
W	11:30:00 AM	11:55:00 AM	3/26/2024	Attempted to make a Teleport method in the Player class to assist for future use. Currently unsuccessful	2:30:00
J	9:40:00 AM	10:10:00 AM	3/28/2024	Added/Created locations for our game	3:00:00
W	9:45:00 AM	10:45:00 AM	3/28/2024	I DID IT; created a dictionary in the Room class relating the room name as a string to the room object	4:00:00
J	11:00:00 AM	12:00:00 PM	3/28/2024	Creating a shop in the base game. Trying to get something to work. Added a weak player inventory	5:00:00
W	11:00:00 AM	11:50:00 AM	3/28/2024	Spent a bit redesigning how rooms are created and grouped together. Created "worlds", differing groups	5:50:00
W	2:47:00 PM	4:00:00 PM	3/30/2024	Figured out everything I worked on previously was incorrect because I had misunderstood how Rooms work	7:03:00
J	3:02:00 PM	3:44:00 PM	4/1/2024	Continued to work on shop. Actually making progress!	7:45:00
J	7:02:00 PM	8:24:00 PM	4/3/2024	Implemented Singleton. Tried to implement Observer. Having trouble :(9:07:00
J and W	9:30:00 AM	10:45:00 AM	4/4/2024	Worked	10:22:00
J and W	9:30:00 AM	10:45:00 AM	4/9/2024	Locked in	11:37:00
W	11:00:00 AM	12:00:00 PM	4/9/2024	Finalized cave 1	12:37:00
J	12:00:00 PM	1:42:00 PM	4/17/2024	Added Working Inventory + Items	14:19:00
W	3:30:00 PM	5:00:00 PM	4/28/2024	Finalized Cave 2 and set ores + their descriptors	15:49:00
J	3:30:00 PM	5:40:00 PM	4/28/2024	Weight Limit Implemented. Back Command Implemented.	17:59:00
W	7:00:00 PM	9:30:00 PM	4/28/2024	INFINITE WORD COMMANDS	20:29:00
J	3:20:00 PM	4:15:00 PM	4/29/2024	Added Volume. Added Volume Limit. Added Weight + Volume Limit Updaters.	21:24:00
W	6:00:00 PM	7:15:00 PM	4/29/2024	Modified commands and added descriptions, allowed the help command to provide help for commands	22:39:00
J	6:00:00 PM	8:00:00 PM	4/29/2024	Created a very basic teleport-anywhere room.	24:39:00
W	8:00:00 PM	9:00:00 PM	4/29/2024	Added player death, checkpoints, and dropping all items	25:39:00
W	12:00:00 AM	3:11:00 AM	4/29/2024 - 4/30/2024	Fixed a bug where the game tries to drop nothing from the players backpack on player death Cleaned up the player dropping their whole inventory into one line via new "quiet" override in Drop Made extremely basic GUI separate from Parser for the Teleporter Room Fixed a bug where the Teleporter would describe the teleported-to room twice via "quiet" override in Fixed unintentional usage of the back command where player could still use "back" command after Made pickup a multi-word command + simplified repetitiveness Fixed crash from picking up items off floor, attempting to pick up containers, or picking up items on	28:50:00
J	6:50:00 PM	8:30:00 PM	4/30/2024	BUG FOUND! You cannot pickup duplicate items <---bug found my ass walker found this grrr Modified GetExit and GetExits to check for locked doors. Added a new dictionary of string and bool to hold exits and their lock status. Added a LockExit and UnlockExit method in Rooms class.	30:30:00
J	9:10:00 PM	9:43:00 PM	4/30/2024	Doors now lock and unlock, we still need to apply "keys" into the mix and it is stumping me.	31:03:00
J	2:00:00 PM	3:10:00 PM	5/1/2024	I DID IT; I HAVE UNLOCK COMMAND YIPPEE Bug: If the player has any item in their inventory, upon using unlock on a locked door, the player will Bug: Any door can be attempted to be unlocked, regardless of locked status. Needs isLocked Bug: Output for attempt to enter a locked door is that there is no door there. Needs to signify locked	32:13:00
W	3:30:00 PM	3:40:00 PM	5/1/2024	tried to fix the first bug kinda failed	32:23:00
W and J	8:35:00 PM	9:22:00 PM	5/1/2024	Fixed all locked door related bugs - needed pookie to explain his bs	33:10:00

W and J	9:30:00 PM	9:50:00 PM	5/1/2024	Fixed door output upon using "Go" Fixed newlines to make things pretty! Translated walker code to jordan language for his understanding	33:30:00
W	10:00:00 PM	11:59:59 PM	5/1/2024	Made a start menu (Game.cs)	35:29:59
J	10:00:00 PM	10:30:00 PM	5/1/2024	Made a log and a display log command.	35:59:59
J	1:20:00 AM	1:46:00 AM	5/2/2024	Tried to bug fix the multiple items cannot be picked up on paper. Put into code. Waiting for walkers concoction to start working to test. Didn't work. Debugging tomorrow! TODO: make the game fun	36:25:59
W	12:00:00 AM	2:10:00 AM	5/2/2024	wasted my mental capabilites sweating over the most complicated pause menu known to mankind	38:35:59
J	2:30:00 AM	5:30:00 AM	5/2/2024	Officially fixed the Item bug Added new value to items called Quantities. They are an int value. Modified Insert and Remove in ItemContainer class. Now they check for quantity of item and update Modified ItemNames in Item. Now returns all items. aka if ball(2) return ball ball. That fixed bug where die command would not drop all items and would leave you with # of items - Modified Description in ItemContainer. Now prints item(quantity) when looking at containers. Another BUG found. If you drop more than 2 items on the floor it no longer works :(Also if you pick up an item out of a container it adds container weight + item weight and says its to	41:35:59
J	12:00:00 PM	1:30:00 PM	5/2/2024	Jordan McWilliams tried and tried until met with utter failure of getting duplicate items to be picked this has lowered team morale into unbelievable depths.	43:05:59
J	2:00:00 PM	3:00:00 PM	5/2/2024	Was working on document when I realized we only had 6 Object Oriented Design Patterns. I added zoom. Which uses the Proxy design pattern to peer into another room. Very proud of myself.	44:05:59
W	2:00:00 PM	4:20:00 PM	5/2/2024	I MADE A WORKING SHOP THAT YOU CAN BUY FROM AND ADD ITEMS TO REALLY EASILY	46:25:59
J	3:00 PM	4:00 PM	5/2/2024	I have made a school appropriate document that contains everything about our project in a nice co Waiting for Walker to complete Sell so we can double check all of our code and our document.	47:25:59
J & W	6:30:00 PM	7:15:00 PM	5/2/2024	Added a mine command. You can now mine ore in the room. The ore will drop you an ore on the fl Time to make the game.	48:10:59
W	8:00:00 PM	10:00:00 PM	5/2/2024	FULLY FIXED SAVING AND LOADING "i could probably do it in ten minutes"	50:10:59
J	7:40:00 PM	10:20:00 PM	5/2/2024	I have completed the game world. I've set all rooms, exits, locked rooms, keys, containers on the g I'm letting Walker drop the items.	52:50:59
J	11:00:00 PM	11:21:00 PM	5/2/2024	Studied up on what Walker made in Game.cs I understand what it does!	53:11:59
W	10:30:00 PM	11:59:59 PM	5/3/2024	Added Items to the game and ran through the game so we know it works	54:41:58
W	12:00:00 AM	12:30:00 AM	5/3/2024	Continuation	55:11:58
J	12:30:00 AM	12:50:00 AM	5/3/2024	Working on Deliverables (Report + Log)	55:31:58
W & J	12:00:00 AM	2:16:00 AM	5/3/2024	Finalized win condition and lose condition. Finished game.	57:47:58
W & J	2:16:00 AM	3:34:00 AM	5/3/2024	Have went through all code and left comments. Confirmed our understanding.	59:05:58