

If It Ain't Broke Don't Fix It: But Sometimes It's Broke...

<i>Points</i>	<i>What You Need To Fix Or Add</i>	<i>Code</i>
+25	<ol style="list-style-type: none">1) Fix the fact that I can add money by adding negative values.2) I want an indicator to let me know if a purchase would put me into negative money. Don't allow the program to buy that item.3) Add break if I run out of money.	<u>Starter Code</u>
+25	<ol style="list-style-type: none">1) I just want to to look like the picture in the starter code... please help.	<u>Starter Code</u>
+25	<ol style="list-style-type: none">1) Fix the fact that I can get one wrong, but the counter will keep my streak alive.2) I need you to add a break as well.	<u>Starter Code</u>
+25	<ol style="list-style-type: none">1) Fix the function inputs.2) Make it so it counts the total calories burned all week3) I sprinkled in some syntax errors that need correcting.4) I want this to break after the end of the week. Right now we only get Tuesday over and over again...	<u>Starter Code</u>
+25	<ol style="list-style-type: none">1) If you pick Bulbasaur, then sometimes the computer will also pick Bulbasaur. We don't want repeats for any character...2) The damage get assessed to the wrong character.3) Also, add yourself as a character and come up with your own attacks!4) Needs a way for the game to either restart or end after the battle.	<u>Starter Code</u>