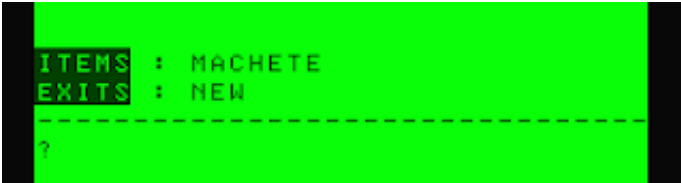


Day Six — GET INVENTORY

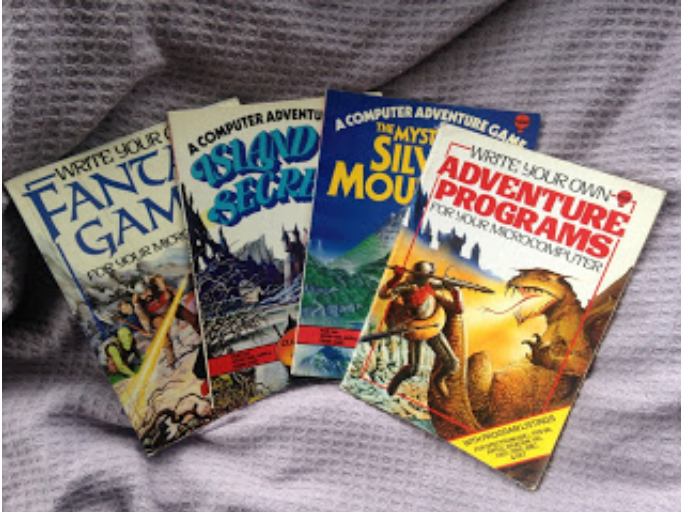
Today was the day the reality of this being a 30 day project kicked in! Managing about 1 productive hour a night so far and don't feel like I need a weekend 'catch up' session.

The main focus was on objects and inventory. Mostly implemented — it was one area I had not really thought through so I hit a few books for inspiration. Finished off with a few tweaks to the music!



Day Seven — Bugs Before Puzzles

First real debugging session tonight — who knew picking up objects would be so troublesome! Oh well it has been a long day. Tomorrow's goal is dropping items and a start on puzzles.



My Little Library Of Adventure Inspiration

Day Eight — Sunshine Day Structure

An unexpected spell of sunshine meant a real world day of gardening instead of constant coding!

In the evening, I took a look at the code and decided to paused and restructure the **VERB** handling and it is now more expandable. Less spaghetti always helps. It would be great to have more structure — I may look at BASIC09 for future projects.

