

----- Update 5.1.0.0 Production Log -----

- * Fixed a Quick Save Error that allowed saving during Endgame,
- * Fixed La-Di Stone Pillar Text, and Fixed other small text erros
- * Fixed slight PlayerID error (6/21/12)
- * Made a separate cheatcode() (6/22/12)
- * Ground work for Matching Mini Game (6/23/12)
- * Major Work on Matching Mini Game (Almost done)
- * Need to do Main Menu, Make Default, and Hi-Score (6/24/12)
- * More Work on the Mini Game-mostly polishing
- * Main Menu is up-Easy Normal, SSMode up. Added Turn Attack
- * Ground work for hi-score done today (6/25/12)
- * Finished The Matching MiniGame-Menus done, Hi-Scores done and
- * added to System Data along with other config from the Mini Game
- * Tested a bunch of time (6/26/12)
- * Added the System Data Back-up/Retrieval to Main Game
- * Seems to work properly, Now just need to do complete check (6/27/12) << This is the day I went crazy with the update << Day7--1 Week Mark
- * Decided to add 7 more Mode to Matching! Doing ground work
- * Fixed cheatcode error and Streaking Survival Mode Formula (6/28/12)
- * All menus are now set up to include New Modes in Matching!,
- * Added a little more color to Matching!, Also added a Sound,
- * Joker's Board is Almost done--It's playable, but I'm adding
- * some unique feature exclusive to that mode, added a new
- * feature to Matching!: Hint Shot. 2-Player Board up
- * no code behind it--Laid down some ground work (6/29/12)
- * More Ground work for 2-Player Mode (6/30/12)
- * Added Skip Shot to 2-Player (still not up),
- * Finishing up Joker's board, Partial Accoms in code,
- * Joker's Gamble is up, but still need to test it and Joker's
- * Board as a whole, wrote the Score Gambler for 2-Player (7/1/12)
- * A few fixes to Joker's Board--Still need to do Full Test,
- * Work on 2-Player Mode--Making progress, but still not up,
- * Minigames will now appear in The Arcade on the Main Menu,
- * Accomplishment Menu for Matching! is up and works--It took forever,
- * Accomplishments still need to code to get (doing last)
- * Just finsihing initial coding of 2-Player Mode--now I need to
- * check it and Joker's Board for errors (7/2/12)
- * Added in fixes to 2-Player Mode (which is now up!)
- * All Modes are up are have been checked--the work great!
- * Now need to put in the Accoms, makes sure all the modes unlock
- * properly, and rewrite the rules. (7/3/12)
- * Added Accoms in, just need to check them to make sure they
- * unlock properly, Added more fixes include 2-Player live problem
- * when you hit 0 it was game over, but that meant remaining lives
- * not current live, checked all Accoms (and made 2 easier)-- they work
- * Besides adding in THE HOW TO PLAY SECTION I'M DONE!!!
- * Also, added one more property to skip shot and fixed another property,
- * Added one more property to Skip Shot (7/4/12) << Day 14--2 Week Mark
- * Started Ground Work For Shoy Schot! Blind-Coding... (7/5/12)
- * More Blind-Coding on Shoy Schot! Working on Flipping Cards and
- * Putting Cards down (reverse order) (7/6/12)
- * Not Blind-Coding anymore! Hooray! It's come up! I did a lot of
- * work today, expecially with getting the player's hand to show
- * It's almost in a playable form (7/7/12)
- * It's playable! But some weird errors keep occuring...
- * Tons of errors... --> Weird Problems fixed, 2-Player Versus
- * is mostly up on both boards, however I think the 4x4 board maybe
- * have some errors in flipping--Going to check that more, Also

- * I need to try to do the CPU's AI and test The New Arcade Unlock
- * The Arcade Install Joke Works! (That one's for me) (7/8/12)
- * The Simple AI is in--now for the the Real AI, Added Sorting
- * and Auto Sorting and some smaller tweeks, Programming
- * non-stupid, simple AI is hard (7/9/12)
- * The NSS-AI for 3x3 board is up and after a few short test
- * seems to work just fine. I still should test it more though, but
- * first a break and then 4x4 NSS-AI--The 4x4 NSS-AI is UP!! and
- * after some preliminary test seems to be workinh just fine, too (7/10/12)
- * Added in tweaks to NSS-AI and other small fixes, Finished writing
- * and putting in the Rules for Matching! (7/11/12) << Day 21--3 Week Mark
- * Finished putting in the writing and putting in the Rule for Shoy Schot!
- * Now it's finally time for the Final Check--Final Check Done (7/12/12)
- * Last second grammar corrections (7/13/12)