ADITYA GANGRADE, 100070001

JOURNAL FOR CS101 COURSE PROJECT

2030 hrs, 12th October 2010, Tuesday

The team met at OSL. People deliberated on the topic for the project and voted for their desired option. Finally, the PaddleBall project was chosen. We discussed possible division of work with the TA and decided upon three
sub-teams, namely, graphics, gameplay, and AI. I head the gameplay subdivision and we are going to code the basic framework of the game.

2100 hrs, 19th October 2010, Tuesday

All 13 people met at OSL once again. Further deliberation on the project was carried out, and we elaborated on each of the aspects of the game. Further, we discussed aspects of EzWindows and of file handling to aid the graphics and gameplay teams respectively.

2345 hrs, 22nd October 2010, Friday

We met in the Hostel 3 mess. After considerable debate, tasks for all three teams were finalized. As members of the gameplay team, we have the responsibility of designing the motion of the ball and paddle and to provide the basic structure upon which the others will

base their work.

1800 hrs, 24th October 2010, Sunday

I joined the meeting in H3 slightly late. We worked upon the basic algorithms required. Specifically, the gameplay team discussed the basic mechanisms for the motion of the ball and paddles and the behavior of the ball on reflection from the paddle. Ideas about how to vary ball speed were discussed. Then, I proceeded to write the algorithm with inputs from my team. Further, we finished our personal journal entries ahead of the first phase submission.