

Batch: 33

Team: 03

Individual project report by: Himani Jain

Roll Number-10D020030

REPORT:

Week 1

Participated in first team meet held on Tuesday(12.10.2010)

- Team meet of half hour at PCSA in which all members participated.
- Decided to read all project ideas and to meet again 10.00 pm at NSL.

Participated in second team meet at NSL held on Tuesday(12.10.2010)

- Voting was done. Each member voted for three projects.
- SNAKE was finalized as project on the basis of voting.
- Sat together and discussed on further process of project.
- Allocation of different tasks.
- Decided that one team would be working on GUI and other two would handle main program and algorithm.
- I was in the team working on program and algorithm.

Wednesday lab

- Discussion with TA regarding the project initialisation.
- Studied cohoon for EzWindows.

15.10.2010(Friday)

- I had referred lecture slides and google to learn about random number generation using the function rand which would be used in generating fruits and walls randomly in the game.

17.10.2010(Sunday 5:00-7:00pm)

- Second team meet.
- Tried to make programs.
- Discussion on different ideas.
- Created a text file of activities.

Week 2

20.10.2010(Tuesday)

- Read about random variables.

21.10.2010(Wednesday)

- Learned EzWindows.
- Discussed coding with group members.

22.10.2010(Friday)

- Edited diary.

23.10.2010(Saturday 5:00-6:30pm)

- meet with team members at NSL.

- submission of individual diary.

24.10.2010(Sunday 5:00-7:00pm)

- meet with team members.
- understood the coding of game.