# Lab Batch 33

### ***TA- Kalpit Dixit***

## *Team1:*

1. Kumar Pallav *100050046* ***Team Leader***
2. Akshay Godara *10005002*
3. Palli Ashish  *100050053*
4. Aman Mangal *100050015*

## *Team2:*

1. Pulkit Maheshwari  *100050043* ***Team Leader***
2. Prateek Agrawal *100050025*
3. Kartik Chaudhary *100050019*
4. Nitesh Meena *10D020020*

## *Team3:*

1. V. Vishnu Vardhan *100050066* ***Team Leader***
2. T. Ashok Kumar *100050083*
3. Gautam Sumu *100050058*
4. Himani Jain *10D020030*
5. Aman Bansal *10D020028*

# Meetings

**Meeting 1 (Informal/Introduction): *PCSA ; 4:45 PM-5:15 PM***

* All the members of the batch present.
* Introduction of all the team members. Individual skills and experience being the highlights.
* FaceBook group decided. (facebook being most accessible) + Phone.
* Next Meeting decided @10 PM NSL on the same day to decide on the project.

**Meeting 2 (Project Discussion): *NSL; 10PM-11:30PM***

* All the members of the batch present.
* All the project ideas were individually discussed and voted on.
* The Top three projects were:

1. **Snakes** Plus Points: *we will be getting an idea of how GUI works, how a game is designed, including API's, interesting, lots of areas to improvise.*

**2**. **Virus Population Simulation** Plus Points: *real life problem solving, learning and implementing math libraries, graph plotting included, and some GUI knowledge.*

**3*.* Intel 8085 Simulator** Plus Points: *get to understand how a programming language works, basic functions of a micro-processor, get to know about the devlopment of programming languages.*

**Meeting 3 (Discussion with TA): *OSL;8:30PM-11PM***

* All the three choices were submitted to TA.
* TA gave us opinions on various projects.
* Basic Ideas Discussion:
* **SNAKES:** EzWindows implementation, the stages, drawing using BitMap images, each point on the map to represented by an array, snakes body can also be stored using an array, increase in level of gaming according to the player's skill...
* **VIRUS Simulation:** live graph plotting is essential, good GUI would look better...
* **INTEL 8085:** we would have to first know about the functions of the 8085, and then decide on the keywords etc.

**Meeting 4 (Distribution of work): *NSL; 5PM-8PM***

* Work was divided into two parts
* One team would be doing GUI and the other two teams would be working on the main program.
* This work was again distributed among the team members.
* GUI includes all the graphics related areas of the program while the main program would take care of the movement of snake.
* Various functions to be used in the program were discussed and were distributed to teams.

**Meeting 5 (First look of our program): *NSL; 5PM-8PM***

* All teams gave their respective function codes to write them in a single file.
* The program was compiled and executed.
* All the errors were removed and the program was checked to be working partially correct.
* The movement of snake was fine but the plotting of the fruits had some problems.
* Peer review took place and marks were allotted according to the participation, contribution and the involvement of an individual.

Meeting 6 (Final Look and Suggestions/ Peer Review): Room No.149, Hostel 3

* Tested and tried the completed game( complete with menus and highscore features)
* Debugging of few small runtime logical errors
* Testing of all the stages.
* Self Marking and then Peer Review of the self-alloted marks.