

Team Project Diary

Team 1
(Handling Snake Movement)

Week 1 (12th October to 19th October)

- Basic Structure decided
- The Snake coordinates will be stored in a two dimensional array. This array will hold co-ods for the snake's body parts.
- Snake will continue its movement in its previous direction until the user changes the direction. Then the snake's head will turn and ultimately change the direction.
- Basicly we will be controlling the co-ods of the head part. Other body parts' co-ods will just follow its predecessor's co-ods. Hence the snake will appear to move in a shape.
- We will be using a delay function to halt the program after every move such that the snake's movement look continous. We will reduce this delay to increase the speed of the snake as the gamer ascends levels.
- Team members learned about delay functions and reading mouse events.

Week 2 (20th October to 24th October)

- Team learnt more about the timer events and the mouse click events.
- The timer click function was made and the program was tested for various values of "delay".
- The mouse click function was made and checked to find that the snake turned according to the position of mouse click.
- The check function was made to check the head crash of snake with the wall and also that the snake eats the fruit.
- The move function was given to the GUI team as it would be more convenient.

Week 3(29th October to 4th November)

- Team wrote functions like `handleBonusFruit`, `addScore`, `itoa` etc.
- Some of the previous functions like `turn`, `move` and `check` were modified to be compatible with the newly added levels.
- Discusssed regarding the implementation of new features like 3 lives, speed of snake at various levels and the

scoring technique.

- Wrote the functions for integer conversion to string ,high score storage using files and scoring system.
- Discussed on the main menu implementation

Week 4(5th November to 10th November)

- Integrated the various functions written by the team in the main program
- Checked and tested the whole program for any errors while running
- Discussed regarding the functions written by all the teams and understood them
- Did the commenting and documentation of the functions written by us
- Debugged and removed few errors in programs written in final compilation