

Individual Project Diary

Name : *Kartik Chaudhary*

Roll No. : *100050019*

Batch : 33

Team : 2

Week 1 (12th October to 19th October)

The topics I've worked upon, are :

- Understood basic GUI and how to work with EzWindows.
- Create a bitmap and load the bitmap images in the window.
- How to move the snake's head which is an image such that after the image is printed to a new position, the image is removed from the previous position .
- Worked on the time delay function which would control the time for movement of image from one point to other.

Week 2 (20th October to 24th October)

The work for different days is as follows:

- **20th October** : Team Discussions on how to manage the movement of snake and make its movement smoother.
- **21st October** : Studied for economics quiz. So no work done.
- **22nd October** : Worked on the function for movement of snake and its turning.
- **23rd October** : Worked on plotting the fruit on the map and increasing the length of snake when it eats the fruit.
- **24th October** : Final documentation of team's work and compiling of final program.

Week 3 (25th October to 2nd November)

- Team discussions on various mazes and levels of the game.
- Worked on how to store the mazes.
- Worked on various levels.
- Discussions with the batch about how to end the game when the snake hits the wall.

Week 4 (3rd November to 10th November)

- Team discussions on the structure of main menu.
- Prepared Different levels.
- Prepared starting window with team mates.
- Helped in documentation of the project.