

# Individual Project Diary

Name : *Pulkit Maheshwari*

Roll No. : *100050043*

Batch : *33*

Team : *02*

## Week 1 (12th October to 19th October)

- *12th October* : Team Discussions. Discussed project ideas. Started with GUI basics in EzWindows(*From Cohoon and Davidson*).
- *13th October* : "Snake" finalised. Discussion with TA. Learnt about working with bitmaps in EzWindows.
- *14th October* : Drew some bitmap images related to snake like the fruits, snake's body etc.
- *15th October* : Learnt about some other functions used in EzWindows.
- *16th October* : Discussed about the gameplay of "snake" with all the batch members.
- *17th October* : Helped in drawing out the outline of the program.
- *18th October* : Discussed on various levels with the team and how to switch over between them.
- *19th October* : Worked on the program for taking the snake image in the window and moving the body following its head.

## Week 2 (20th October to 24th October)

- *20th October* : Team Discussions on how to make the movement of snake smoother and finer.
- *21st October* : Wrote the effective function for the movement of snake on the map with the team and removed the errors.
- *22nd October* : Worked on the function of turning the snake.
- *23rd October* : Worked on plotting the fruit on the map and increasing the length of snake when it eats the fruit.
- *24th October* : Helped in the documentation of the project.

## Week 3 (25th October to 2nd November)

- Team discussions on various mazes in the game and levels of the game.
- Worked on the code for implementing various mazes.

- Worked on the code for scoring and scoring pane.
- Discussions with the batch about how to end the game when the snake hits the wall.
- The designed mazes were put in a 2D array .

## **Week 4 (3rd November to 10th November)**

- Team discussions on the structure of main menu.
- Concept of multiple lives was discussed.
- Worked on the code for storing the highscores.
- Helped in documentation of the project.