

Team Project Diary

Team 2

(GUI)

Week 1 (12th October to 19th October)

- Team members learnt about bitmap images. Come to know how to import them into a window and their handling.
- Tried out transparency with EzWindows. But it didnt support. So we had to plan out a different way to plot the snake's body parts and the fruits on the map.
- We wrote codes for movement of snake's head and its movement but failed to check it as some libraries weren't installed on NSL computers.
- We also planned out codes for snake's body movement etc.

Week 2 (20th October to 24th October)

- Team members worked on various functions related to GUI.
- Some other bitmap images were made related to fruits.
- Team members tried on various algorithms for movement of snake and the best one that worked was chosen.
- Various ideas were given on giving the input from user in the game as there can not be any input taken from keyboard in EzWindows.
- We tried on rotating the image of head and tail when the snake takes a turn that is changes the direction and finally succeeded.

Week 3 (25th October to 2nd November)

- Team members discussed on the scoring pane and various mazes.
- Team worked on implementing various mazes.
- Discussed about how to end the game when the snake hits the wall.

Week 4 (3rd November to 10th November)

- Team discussed on the structure of the main menu and worked on it.

- Worked on code for storing high scores.
- Multiple lives were introduced after discussion with the batch and was implemented.