

# **PROJECT DIARY RECORDS**

## **Group Meetings**

### **Meeting 1-**

Tuesday, 07/10/2014

6 pm-7 pm

**Subject:-** Discussion on Group Project and on how we might go about doing it.

### **Meeting 2-**

Friday, 10/10/2014

10 am-11 am

**Subject:** - Division of work and basic sketching of how the program is to be constructed

### **Meeting 3-**

Sunday, 12/10/2014

Timings: - 3 pm-4pm

**Subject:** - Revision of the original game so as to modify it and establish content relevant to IITB.

Ideas were put forward and their merits were discussed. We decided upon the modifications to the original game.

### **Meeting 4-**

Saturday, 18/10/2014

Timings: - 4 pm-5 pm

**Subject:-** Analysis of code written so far

## **Meeting 5-**

Sunday, 19/10/2014

Timings: - 11 am-12 pm & 3 pm -5 pm

**Subject:-** Discussion on Group I evaluations and refining the documents to be submitted.

## **Individual Records**

### **1) Akhil Nasser**

Saturday, 11/10/2014

Timings: - 9 pm-11pm

Subject:-Worked upon definition of classes and the main function

Monday, 13/10/2014

Timings: - 10 pm-11 pm

Subject:-Definition of rolldie(),chance(),community(),manageproperty()

Wednesday, 15/10/2014

Timings:-11 pm-12 am

Subject:-Definition of currtile()

Friday,17/10/2014

Timings:-10 pm-11 pm

Subject:-Definition of upgrades(),trade(),mortgage()

Tuesday,21/10/2014

Timings:-11pm-1pm

Subject:-Fixing Bugs in the program

Friday,24/10/2014

Timings:-11pm-1pm

Subject:-Editing the previous function

Saturday,13/11/2014

Timings:-10pm-1pm

Subject:-Research on time.h and stdlib fn and sleep()

Sunday,14/11/2014

Timings:-8pm-11pm

Subject:-Work on mortgage()

Monday,15/11/2014

Timings:-9pm-11pm

Subject:-work on propertydetail1() fn.

Tuesday,16/11/2014

Timings:-9pm-11pm

Subject:-fee(),home() and fixing bugs so far in the program

Wednesday,17/11/2014

Timings:-5pm-9pm

Subject:-tourist(),deciding upon graphics package,chance()

Friday,21/11/2014

Timings:-Near full day(10-11 hrs)

Subject:-Completion of remaing code and learning gtk

Saturday,22/11/2014

Timings:-Near full Day(10-11 hrs)

Subject:-Compiling program and implementing gtk

Sunday,23/11/2014

Timings:-Afternoon onwards

Subject:-final compilation errors and editing existing code

Monday,24/11/2014

Timings:-Almost full day(14-15 hrs)

Subject:-Fixing run-time logical errors with graphics

## 2) Apoorv Singhal

Saturday,11/10/2014

Timings: 10pm-12pm

Subject:-Looked up the previous made projects, and gathered ideas for the project. Calculated the complexity of the project.

Tuesday,14/10/2014

Timings:-12-1am

Subject:-Thought about the logics to be used and the structure of the program. Made a flow chart on how the game should run like and other stuff related to the game.

Thursday,16/10/2014

Timings:-10am-11am

Subject:-Checked the program written and corrected the errors. Also suggested few important points to added.

Saturday,18/10/2014

Timings:-6pm-7pm

Subject:-Studied the project, saw the layout of program. Made the SRS after referring to team members.

Tuesday,21/10/2014

Timings:-11pm-1pm

Subject:-Worked on initial declarations of functions

Friday,24/10/2014

Timings:-11pm-1pm

Subject:-Worked on board layout and the finalizing of tile details

Saturday,13/11/2014

Timings:-10pm-1pm

Subject:-Research on inducing graphics into the program and different modes of doing so.

Sunday,14/11/2014

Timings:-8pm-11pm

Subject:-Started ground work on graphic inclusion by going through study material provided by faculty.

Monday,15/11/2014

Timings:-9pm-11pm

Subject:-Read extensively about simple cpp and did some sample simulations.

Tuesday,16/11/2014

Timings:-9pm-11pm

Subject:-started working on welcome screen of program.

Wednesday,17/11/2014

Timings:-5pm-9pm

Subject:-Viewing video lectures by Prof Karnade

Friday,21/11/2014

Timings:-Near full day(10-11 hrs)

Subject:-Completion of remaing code and learning simple cpp

Saturday,22/11/2014

Timings:-Near full Day(10-11 hrs)

Subject:-Compiling program and implementing simple cpp

Sunday,23/11/2014

Timings:-Afternoon onwards

Subject:-final compilation errors and editing existing code

Monday,24/11/2014

Timings:-Almost full day(14-15 hrs)

Subject:-Fixing run-time logical errors with graphics

### **3) G.B.Vatan**

Saturday, 11/10/2014

Timings: - 9 pm-11pm

Subject:-Studied previous documentations to formulate a plan to complete 1<sup>st</sup> stage submissions.

Monday, 13/10/2014

Timings: - 10 pm-11 pm

Subject:-Worked on Board design and put light on the changes to be made in the original game.

Wednesday, 15/10/2014

Timings:-11 pm-12 am

Subject:-Worked with team members and formed the list of functions that will be required for the following monopoly app

Friday,17/10/2014

Timings:-10 pm-11 pm

Subject:-Went through the ground work done so far and checked all functions for errors and made a user manual which gives the user a brief yet precise look at what we expect from the user to do to have a fun experience while using our app.

Tuesday,21/10/2014

Timings:-11pm-1pm

Subject:-Fixing Bugs in the program

Friday,24/10/2014

Timings:-11pm-1pm

Subject:-Looking up internet for Graphic modulation in C++

Saturday,13/11/2014

Timings:-10pm-1pm

Subject:-Research on allegro for graphic inclusion.

Sunday,14/11/2014

Timings:-8pm-11pm

Subject:-Study of provided study material which focus on the inclusion of graphics in our program.

Monday,15/11/2014

Timings:-9pm-11pm

Subject:-work on alegro as a mode of graphic inclusion.

Tuesday,16/11/2014

Timings:-9pm-11pm

Subject:-Attempting to solve the problem of user interface by using alegro.

Wednesday,17/11/2014

Timings:-5pm-9pm

Subject:-Use of alegro called of by team leader ,Shifted focus to simple cpp.

Friday,21/11/2014

Timings:-Near full day(10-11 hrs)

Subject:-Went through lectures by Prof Ranaday

Saturday,22/11/2014

Timings:-Near full Day(10-11 hrs)

Subject:-Worked in co-ordination with apporv to develop user friendly interface.

Sunday,23/11/2014

Timings:-Afternoon onwards

Subject:-final compilation errors and editing existing code

Monday,24/11/2014

Timings:-Almost full day(14-15 hrs)

Subject:-Fixing run-time logical errors with graphics

