

WEEK 1 by:-Vaibhav Nehete

ROLL NO 14D100002

7/10/2014

Duration:-1 hour

- All the members of the group –myself (VAIBHAV ), RAJAN,SAKSHAM and MOHINI held a meeting to discuss and finalise topic of project to work on.After a long discussion and debate we cut down our choice to minesweeper and Sudoku.

- With the consult of our TA we finalised our topic as minesweeper.

9/10/2014

Duration:-1hour 15min

- All of us-me(Vaibhav),Saksham, Rajan and Mohini tried playing minesweeper and got acquainted with all the features and rules of the game.

12/10/2014

Duration:-1 hour 30 min

- All the team members- myself(Vaibhav),Saksham,Rajan and Mohini completed writing part of document containing introduction, Gameplay, rules, scoring strategy and started writing the algorithm.

14/10/2014

Duration:-2 hours

- During our Cs lab hours we divided the work which has to be done till first stage submission and did the relevant discussion related to the functions required in our project.
- We decided to have our next meeting on Friday

18/10/2014

Duration:-2hours

- Our meeting on friday got postponed due to chemistry quiz.
- I and Mohini started writing the project report including entire algorithm and game play.

19/10/2014

Duration:-3hours

- I and Mohini completed the project report and algorithm for minesweeper

- Rajan and Saksham completed user manual and functions which we will be using in our program.
- Then we cross checked each others work and suggested suitable changes.
- Finally Rajan submitted our stage 1 report within the deadline.

21/10/2014

Duration:-1 hour

- We met in our hostel 15 mess and divided our work for second part of the project.
- Together we sat and worked out the logic for the program

23/10/2014

Duration:-45 min

- I created the dispmenu function and also worked on the switch cases to call either of the 3 levels

26/10/2014

Duration:-1 hour

- All our team members sat together in h15 mess discussed the progress of our project.

4/11/2014

Duration :-2 hours

- During our lab hours we showed our progress of project to our TA who suggested suitable changes to be made in our project.
- Our TA also suggested to add more comments to the project .
- We also decided to do graphics using simple cpp rather than ez windows

6/11/2014

Duration:-40 min

- I saw videos by prof Abhiram G Ranade on graphics.
- I decided to do future work after endsems.

17/11/2014

Duration:-2 hours

Post endsems we resumed our work in full swing

- We met in H15 mess and discussed about very important functions of our game -bool loadboard(), reallocation function and count hash

18/11/2014

Duration :-4 hours

- I completed writing bool loadboard() function

- I started writing graphics for the program using simple cpp
- I successfully created grids for all the 3 levels and display options box using simplecpp.

20/11/2014

Duration:-4hours

- With Saksham I discussed the problem that I was facing in graphics.
- I wasn't able to copy values from our gameboard to problemboard after using getclick function.
- Together we tried to figure out the problem with the help of some of our friends but were still unsuccessful.

21/11/2014

- We all met together and combined our individual work to complete the code for the program
- We sorted and removed all the errors from our program and were able to successfully run the non graphic program

23/11/2014

Duration :-5 hour

- We met our TA in his hostel and told him about the problem that we were facing with the graphics.

- He appreciated our non graphic program and told us that it is Ok if you don't include graphics in our program
- I created the lose board function which reveals the entire gameboard with mines and blank spaces after user loses the game so that he can exactly figure out where mines were in the game

24/11/2014

Duration:-2hours

- We completed the SRS document,project report and user manual.
- We did the final discussion for our project and zipped our program
- We also sent within time bounds

