

## **DATE-06 OCT 2014:**

- All members were present
- Time of meeting-10am to 11:25 am
- Discussed about the topic of project to select
- Different members had different views
- Rishu wanted to make project on scientific calculator.
- Manish insisted on banking system.
- I and Sloka were planning to make a project on games.
- After a long discussion **Chain reaction game** was decided as our group's final project.

## **DATE 12-OCT 2014**

- All team members were present at mess hall from 6:30 pm to 8:30 pm.
- We discussed for near two hours about basic codes, logics, structure, etc. of our game.
- I was wishing to use pointers for programming in the game but other three members argued that it will be a bit complicated. So finally we all agreed on using 2D arrays.

**DATE:-17/10/2014**

- All team members were present at lab except Manish because he was suffering from malaria and was admitted in hospital.
- Timings were from 9:30 pm to 11:30 pm
- Discussed about graphics of the game. We were not sure whether we will be able to work on it. Finally we assured us that as the work goes on we will do it with time and can also take help from our TA.
- We worked on coding the programme and discussed about the number of players in the game.
- At last we reached the decision that first we will work on two player game and if we succeeded to work on it properly then we may look further on more than two player game.

**DATE:-18/10/2014**

- All four members were present in mess hall from 7:30 pm to 11:30 pm.
- Since on next day we have to submit the project so all checked what we have done so far.
- We gave the final touch up to our program.
- Completed the project report, SRS file, user manual, etc.
- We worked on our laptop to make pdf files of the program.

Date-2/11/2014

- **All team members were present in the mess from 10:30 to 12:00 in morning in the mess.**
- **This was the first meeting after stage one submission. We were ready to start the final coding, but before that we planned to learn simple cpp for graphics part of our program.**
- **We looked at the pdf and videos of graphics lectures by prof. Abhiram Ranade.**
- **After looking at the slides we got a fairly good idea about how to use simple graphics in our game.**
- **We learned about canvas, getclick()-to control mouse click and also gained knowledge about creating different objects in the canvas such as line ,circle, rectangle etc.**
- **These all concepts are going to be a main part of our game.**

DATE-8/11/2014

- All team members were present in the mess hall from 10:30 to 12 pm
- In this meeting we began to design our canvas on which our game was going to be played.
- First of all we had to draw the grid
- Different members suggested different views on how to create the canvas.
- Rishu suggested the use of line, Sloka suggested the use of rectangles, and I suggested using lines using loop.
- After a bit of discussion ,we agreed on the use of lines through loops

- Next we discussed on how to add orbs in the grid.
- Our graphics program was completely based on coordinate system.
- With the ideas of all the members we finally were able to place the orbs in the grid.
- We used the `getclick()` function and circles to place the orbs.
- Next task was to imply the different conditions depending upon the position of the orbs.
- This was the last meeting before the endsems.

DATE-18/11/2014

- Endsems were over now we had to concentrate only on our CS project.
- Meeting took place in the mess from 3PM TO 5 PM in the mess with all team members present.
- This meeting was completely used for discussion on exploding of orbs.
- We decided to use recursion function for this purpose after discussion with the group members.
- We tried to write the recursion function, but were facing a lot of difficulty.



- At a certain part in the program we were caught in the infinite loop.
- Somehow we manage to come out of the infinite loop.
- We were still unable to explode the orbs properly, some conditions were also not working.
- After the meeting our expand()-explosion function was incomplete.

DATE-21/11/2014

- The meeting took place in the mess from 2PM TO 3:30 PM in presence of all team members.
- This meeting was focused on completing the expand function.
- We discussed very hard to come out with a correct solution.
- I also took help from my friends, and finally we were able to complete the expand function.
- Our game was almost complete except one thing ..... we were not able to end the game after a player wins.
- For this we decided to take the help of our TA afterwards.

DATE-23/11/2014

- Meeting took place in the mess with all team members present.
- In this meeting we modified the graphics part of our game.
- We added the instructions and exit option in the canvas screen.
- We also tried to find a way to indicate a player's turn.
- I suggested to print text saying player's (1/2) turn on the canvas to indicate player's turn.
- Sloka suggested to change the colour of the grid depending upon the player's turn.
- The grid would turn green if it was player1 turn and red if it was player2 turn.

- This idea seemed interesting to all the members and we decided to stick to this method to indicate player's turn.

DATE-24/11/2014

- We took help of our TA to end the game after a player was winning.
- We shared ideas and discussed how to come out of it.
- After a lot of discussion we were finally able to exit the game, and thus our game was complete.
- We played the game among us and enjoyed it.
- Later in the evening we completed all our document related works, like completing SRS and project report for the final submission.



