

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

- **We all team member present at mess hall from 10:30 to 11:30**
- **We started learning simple.ccp by video of the lecture by prof.Abhiram Ranad after first submission of our project**
- **Now we are little bit able to use simple.ccp for our program**
- **We learned about canvas,onclick()-to control mouse click and also gained knowledge about creating different objects in the canvas such as line ,circle,rectangle etc.**
- **Our discussion is going on the graphic**

DATE-8/11/2014

- We all again meet at mess hall from 10:30 to 12:30
- Now we are in the position to make grid line on canvas on which our game have to played
- Different members suggested different views on how to create the canvas.
- I 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

- Now we are facing problem how to add orbs in the grid
- We also decided to make graphi program on co-ordinate system
- With the ideas of all the members we finally abled to the orbs in the grid.
- By the lecture slide we learned get clik() function and circle to put orbs in the grid
- Next task was to imply the different conditions depending upon the position of the orbs.

DATE-18/11/2014

- All team were present at mess hall from 3pm to 5 pm
- Now we were facing another problem how to explode the orbs but but problem came to end by the use of recursion function
- 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

- Once again we meet with our team member at mess from 2 pm to 3:30 pm for remaining program
- This meeting was focused on completing the expand function.
- We discussed very hard to come out with a correct solution .
- We come to solution of this by discussing with our team member and watching video on google
- 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

- Another important meeting took place in our mess from 5 pm to 7 pm
- Our game was again modified by our team leader by adding new game ,exist game,instruction option in our game
- 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

- At last we still facing problem that our game was not existing after one player win so we decided to take help with our TA
- TA helped us and we are abled to make our game
- And finly we played our game among team member and enjoyed it much

