

# DIARY ENTRY

**DATE-06 OCT 2014:**

- The whole team was present.
- Time of meeting-10am to 11:25 am
- I discussed about the topic to be selected for project with the team.
- We had different views on the project.
- Rishu wanted to make project on scientific calculator.
- I insisted to work on banking system.
- But Nitesh and Sloka were planning to work on games.
- After a long discussion we concluded that **Chain reaction game** will be our topic on project.

## **DATE 12-OCT 2014**

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

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

- I was not present for the discussion on the day since I was suffering from Malaria and I was admitted in Hospital.
- But my other three team members discussed further on programming as I asked them on Phone.
- They discussed about graphics of the game.
- They also worked on coding the programme and discussed about the number of players in the game.
- At last they reached the decision that first the team 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 but couldn't find any software to do so.

**DATE:-19/10/2014**

- All team members except Rishu were present, as Rishu had gone to take train ticket.
- Time of meeting was from 10:30 to 12:00 pm.
- We edited our documents as per our requirements.
- Finally rechecked our coding part up to where we had completed.
- We modified our documents after group members insisted on changing some parts.

***DATE: 02/11/2014***

⇒ we met after a bit longer time. After the first stage project submission we had to discuss further about the project. First of all we modified the script that we submitted in first stage.

The big thing that we were to discuss was the concept of Canvas and the Graphics. We discussed the video lectures on pre-mentioned topics. We looked each other's doubts Took the help of Google for further doubt clarification.

After that we wrote the starting header files used. Discussion ended at graphics.

***DATE: 08/11/2014***

⇒ We all met in mess from 10:30 pm to 12:30 am. First we revised few concepts that we discussed in last meeting i.e. creating a Canvas and header files used for Graphics.

This time we discussed a major portion of the project. In the game the first thing we needed to do after opening a background screen (Canvas) was making of grids. First we wrote a big program for that but that seemed uncomfortable but finally we got the idea and wrote the better code using drawGrid.

The next thing was to draw orbs in the grid and to connect it to mouse click. For that we initialised the getClick() function.

Since our endsems were near so we left the discussion for the next meeting.

***DATE: 18/11/2014***

=> After the end sems we were feeling a bit lighter. We started our discussion we left in the previous meeting. Now our grid was ready, and mouse click function was initialised. The next thing was to decide max number of orbs in a box.

After some struggle we succeeded in writing the program about max orbs in a box.

Next discussion was a bit complicated. Expansion of orbs if the number of orbs exceed the max value, the box can hold. It took a long time discussion so we left the discussion incomplete.



***DATE: 21/11/2014***

=> We started our discussion from the point we left in last meeting, Expansion of orbs. In this meeting we limited our discussion this topic only since the end sem of CS was near.

At last we made the desired code after a long struggle. Our project was almost completed and few modifications were left. We left it for next meeting.

***DATE: 23/11/2014***

⇒ As I wrote in last date we met, our code was almost completed and few decorations were left.

We made few modifications like change of colour of grids same as that of orbs with their turn, change of background in canvas.

One more and important modification was to print the instructions on the canvas instead of output screen and providing the options like New Game, Exit Game, Instructions, etc.

***DATE: 24/11/2014***

⇒ After such progress there were still some problems left in the code. The game was not exiting even after one player wins. So took help of our TA and he helped us in solving the problem.

Finally in evening we collected all required files at one place except the diary which I am writing right now. Finally we're done and our game is ready to play.

