

DIARY ENTRY

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 Nitesh 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.
- Nitesh was wishing to use pointers for programming in the game but we 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 but couldn't convert them to pdf format.

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

- ⇒ After the first stage project submission we started our discussion further on the project. We started thinking in different way so we made few changes in the code that we submitted in first stage.
- ⇒ Discussion was on the concept of Canvas and the Graphics. Google was helpful in clearing the doubts.
- ⇒ At the end of the discussion we initialised the header file codes.
- ⇒ Graphics was also the point of discussion.

DATE: 08/11/2014

- ⇒ This time we discussed a important portion of the project. We had to make grids on the canvas. Me and Rishu suggested two different ways of doing this. But Rishu's method using drawGrid was better.
- ⇒ The next thing was to draw orbs in the grid and to connect it to mouse click. For that we initialised the getClick() function.

DATE: 18/11/2014

- ⇒ Now our endsems were over. 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

- ⇒ 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.

