

8th Oct : 5:30pm to 7:30pm.

Deciding the topic for the project. Chose pocket tankers among rubiks cube solver, graph plotter.

All members present.

11th Oct : 5:00pm to 6:00pm.

Discussed on sample code and basic algorithm. Also discussed scoring scheme and discussed some problems like graphics.

All members present.

13th Oct : 8:30pm to 10:30pm.

Made a function named pt_awarder which will manage the point awarded to the players and also searched for how we can show trajectory of bomb.

All members present.

17th Oct : 9:30pm to 12:30am.

Mainly worked on SRS document and also made a list of type of weapons which will be used in our game. Mridul was making a code for a function and I was also assisting him.

All members present.

18th Oct : 4:00pm to 7:00pm.

Himanshu finalised the list of weapons and I made codes for each of those weapons. We were also thinking about the graphics for the different weapons.

Mridul was not with us.

18th Oct: 10:00pm to 2:00am.

Helped Himanshu in making project report and also done some sought of coding.

Mridul was making the SRS separately.

3th Nov: 8:15pm to 10:15pm.

During lab hours, only I and Himanshu were present. And we were discussing about the use of graphics and we also took help from our T.A. regarding this. Also we made some changes in the code for point awarder function.

18th Nov: 8:00pm to 11:00pm.

Himanshu and Mridul were discussing about trajectory function and I was making design of our tank. Also I made a code for point awarder for second player. Made several calculations based on projectile motion which enabled us to make functions like range.

19th Nov: 9:30pm to 12:00.

Helped Himanshu in making trajectory function which draws the path travelled by the bomb. Also made some corrections in point awarder function.

All members present.

20th Nov: 12:00 to 2:30am.

Made trajectory function for second player and also edited the first trajectory function. Also we were thinking about the single player mode in our game.

All members present.

20th Nov: 4:30pm to 7:30pm.

We basically discussed the things which we want to improve in our put some efforts in showing the trajectory of the bomb more smooth.

All members present.

21st Nov: 7:00 pm to 9:00 pm.

We all were discussing about the changes we are going to make this time because of shortage of time and our efficiency. We made some changes in controls and also in mode in which game can be played.

21st Nov: 10:00pm to 12:00.

Mridul was working on explosion function separately and I and Himanshu were trying to make trajectory more accurate. I also edited the code which was not made by me as instructed by Himanshu.

22nd Nov: 0:00 to 2:00 am.

Discussed the spider function with Mridul about some basic ideas of the function. Also we combined all the functions and tried to run it but it didn't run as it consists of so many errors.

23rd Nov: 9:30 to 12:00.

Made several changes in code mainly in velocity, acceleration and initial coordinates of the bomb to show it more realistic. I was assigned the work of editing documents like SRS, project report and user manual on the basis of changes that we have done in the game.

24th Nov: 0:00 to 2:30am.

I and Himanshu changed the range function because it was not giving the accurate range of the function. We used idea of projectile motion as shown in lectures for calculating the range of the projectile motion.

24th Nov: 9:00pm to 11.30pm.

Tested all programme and debugged the necessary things.

