

Project Diary (140050001):

08-10-14

5:30 PM TO 7:30 PM

(team meet) decided the topic for our project (all members present).

11-10-14

4:30 PM to 5:00 PM

I thought about basic algorithm of the program.

5:00 PM to 6:00 PM

(team meet) I discussed the algorithm with team members.

(allmembers present)

13-10-14

8:30 PM to 10:15 PM

(team meet) tried out various methods of input n read about graphics in c++ using some header files (all members present)

16-10-14

3:30 PM to 4:45 PM

Searched and read code blocks manual to understand the working of simplecpp, but use of simplecpp wasn't described in the manual.

Designed a different algorithm that made use of turtles to show the bomb trajectory.

6:00 PM-7:30 PM

Revisited the basic sample code and made the necessary changes.

17-10-14

9:30 PM-12:30 PM

-assigned work to the team members and I worked on the User Manual. (all members present)

18-10-14

5:00 AM-7:00 AM-

Finalised the weapon list n decided the attributes of each weapon.

4:00 PM-6:00 PM-

Finished the User Manual.

11:00 PM-4:30 AM-

Completed the project report.

19-10-14

1:00PM to 2:00 PM-

Completion of the sample code (Himanshu and I were present.)

03-11-14

8:15PM to 10:15PM-

During lab hours, I and Prerak were present. And we discussed about the use of graphics. We also took help from our T.A. regarding this. I studied about graphics in c++ using the internet. We also made some changes in the code for point awarder function in the spare time.

18-11-14

8:00PM to 11:00PM-

I and Himanshu discussed about trajectory function and Prerak made how the tanks in the game should look like. I edited and almost completed the function `pt_awrdr1()` for flat terrain

19-11-14
9:30pm to 12:00-

I completed the coding for the function `trajectory1` along with my team mates which was to show the trajectory of the fired weapon

for player 1. I also made some changes in pt_awrdr2 function which was written by Prerak.

All members present.

20-11-14

0:00 to 2:30AM-

I and Himanshu discussed on the changes that were needed in the game because of time constraints e.g. Single Player mode and various terrains in the game.

All members present.

20-11-14

4:30PM to 7:30PM-

I went through the function trajectory2 which was written by Prerak and made the necessary corrections. I removed errors from various functions that were defined so far. It took a lot of time. Once again we pondered over various possibilities in the game.

All members present.

21-11-14

7:00 PM to 9:00 PM and 10:00PM to 12:00-

I made some changes in the trajectory and point awarder functions. I also removed the errors in those functions.

22-11-14

0:00 to 2:00 AM-

We put all the parts of the code together and made some trial runs. Removed the errors that we encountered.

23-11-14

9:30PM to 12:00-

Debugged our code and adjusted the x and y component of the velocities as function of power and angle so as to get the value of range in the order of 1000.

24-11-14

0:00 to 2:30AM-

Removed errors from our code and attempted to run it several times.

8:30PM to 11:30 PM-I and Himanshu debugged our program and tested it in different scenarios.