Project Diary (140050011):

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 (Mridul 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 Mridul 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. After this I assigned the job of writing the function pt_awrdr2() to Prerak based on pt_awrdr1().

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 assigned the job of writing the code of the function trajectory2 to Prerak. I and Mridul 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 PMto 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 Mridul debugged our program and tested it in different scenarios.