

Project 2048

Individual diary

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7/10/2014

Read about the image processing.

15/10/2014

I played various versions of the 2048. Tried to understand the moves of the various versions.

16/10/14

Read about the simplecpp package and its use from reference book.

17/10/2014

Searched for the formats of SRS documents.

18/10/2014

Prepared the rough draft of the SRS document covering the scope and purpose of the project.

19/10/2014

Worked on the basic codes such as generating tiles ,collapsing tiles.

29/10/2014

Discussed about the bugs in the code at lab discussion. Prepared the code for getting the 'score' of the player.

5/11/2014

Prepared Game -Board on the simple cpp graphics package.

20/11/2014

Worked on the algorithm and basic ideas of functions required for 4D version.

21/11/2014

Started writing the code for 4D version. Completed functions for restricted movement of the tiles.

22/11/2014

Worked on 'game over' function for 4D version. It gave error for long time. But finally coded it successfully. Finished the code for 2048-4D version.

23/11/2014

Discussed about the final layout of the project with teammates.

24/11/2014

Worked on the high score function for main 2048.