

Individual Project Diary - Amal Vats

1) Date- 17/10/14

Time- 2200-2300

In the group meet, we reviewed the topics, and shortlisted image processing, guitar tuner, ultimate tic-tac-toe and 2048 as the possible alternatives. After the group meet, tried to search about relevant stuff about all the topics and tried to focus on and choose one of them.

2) Date- 12/10/14

Time- 2200-2300

Realized that visual studio was going to be tough and could involve some complications in terms of the softwares and the libraries involved.

3) Date- 16/10/14

Time- 1600-1700

Looked up on the various 2048 game and its exact and specific rules and rules which we could implement.

7) Date- 19/10/14

Time- 1300-1645

All of us started working on the functions to be involved in the main 2048 game. I helped in devising the possible algorithms along with the group members.

8) Date- 19/10/14

Time- 1830-2230

Went back and typed up the software requirement specifications and the user draft manual, as a part of the package to be submitted that day for the first part of the project submission.

9) Date- 25/10/14

Time- 2230-2330

As the basic function of the 2048 game were completed by that time, I tried to discover the basic bugs present in the working of the game and thought up about how the game experience could be made better.

Date- 16/11/14

Time- 1230-1345

Started working for the project again after the endsems. I tried to look up stuff on EZ windows and its functions which could have been used for the graphics part but it looked vague.

10) Date- 18/11/14

Time- 2200-0030

I started working on the tetris version, because as decided, sharang would work up on the hexagonal version and sanket on the 4-d version. Thought about the functions it would require and worked hard to devise an algorithm on the time delay part.

11) Date- 19/11/14

Time- 1700-1800

Discussed about the graphics package with some other peers and found out that for using certain packages like Allegro, the entire function would have to be typed up in that software, which looked difficult considering already so much had been done in code-blocks.

15)Date- 20/11/14

Time- 1600-1800

I tried hard to devise the algorithm for the freeze function, which would freeze further movement of the tiles in grid after a certain time so that the player could not do so after a fixed time duration. I even consulted a group which was making tetris as the game, but found out that their algorithm would have been difficult to deploy in our variation.

16)Date- 20/11/14

Time- 2200-0130

I scrapped the tetris version as the freeze function could not be completed. Instead I ventured on the multi player version and tried to make it interesting through other rules.

17)Date- 21/11/14

Time- 2330-0500

Worked on the multiplayer version and realised how it could work efficiently and in such a way that one player's movements might not interfere with other player's movements and steps. Even though this was completed, it had some bugs which I could not get par with and forwarded it to Sharang for further debugging. Devised the usage of the "goto function". Also, the "delay" function which could be used to enhance user experience.

18)Date- 22/11/14

Time- 1030-1100

Though Sharang debugged it on one sphere, it had some other problems too which were not sorted out then. Decided to work on it later after the CS endsem.

19)Date- 23/11/14

Time- 1930-2130

Met after the CS endsem, and again tried to debug that version and tried to think hard on how to use the delay function could be used in the multiplayer version for a specific rule.

20)Date- 24/11/14

Time- 0200-0300

After the group meeting in the late night, worked up on the high score function again and finally succeeded in debugging it and made it work successfully. This function could have been important because it could be used in all the versions.

21)Date- 20/11/14

Time- 1600-1800

Finally debugged the multiplayer version successfully and got through with the code snippet. Also, tried to work on debugging the game over function, but the effort was not enough.

