

Rasesh Saraiya- Personal Diary

19/10/14	1930-2015	Inserted code for formatting output, converted display of board array to a function. Added user input functionality (up, down, left, right) in an infinite loop with input validation and provision for exiting.
	2100-0400	Designed merge function. Initial function was causing double merging. Ex: 4 4 4 4 was giving 16 0 0 0 instead of 8 8 0 0. Rewrote function. Achieved final version after tweaking initial condition. First fully version of game is ready!
20/10/14	1700-2000	Found bug in display. Original tiles were being overprinted by a random tile. Figured out that empty_board was not being updated. Created function reset to regenerate list of empty tiles after each move.
21/10/1		
21/10/14	1810-2030	Brushed up on basics of file handling and designed save game feature using the same. Data getting overwritten due to append mode not being used. Pain figuring that out. Update from 24/10/14, Sharang also begins working simultaneously on the same and designs bug free code. We decide to go with his version.
22/10/14		Unable to attend to project owing to day long mineralogy lab exam.

23/10/14	1730–1823:	<p>Worked on undo_board function. Very straightforward, however am getting garbage values when undoing on the first move. This is because the array temp has no values initialized. So checked counter to prevent undo when not possible by printing out message 'No previous move to undo'</p>
	1825– 1920	<p>Starting to work on bomb tile function. User is given an initial number of bombs to remove irritating tiles. use of the bomb decrements his available count by 1 and makes that tile 0.</p> <p>Rough version of bomb function prepared. Little formatting left.</p>
	1930–2020	<p>Began working on magic function to insert a tile of user's choice. However tile not getting overwritten as intended.</p>
	2030–2130	<p>Updated SRS with the description of 12 new functions that were added after the stage one submission.</p>
24/11/14		<p>Tried to debug game over and magic function. Cant complete it, so commenting it out in the program.</p> <p>Completed typing SRS part of hex version.</p> <p>Updated user draft manual.</p> <p>All documentation complete.</p>