

Group Diary – 2048 Project

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Legend: G=Group

G-X : Member 'X' not present

Date	Timing	Work done	Team Members Present
7/10/14	2200-2300	Reviewed topics, shortlisted image processing, guitar tuner and ultimate tic-tac-toe and 2048 as backup. Went back and emailed TA about tentative topic of image processing.	G
8/10/14	1230-1300	TA informs us about relevant packages. Group as a whole decides to proceed with an Image stitching program as seen in google photosphere. Planned rough algorithm for the same.	G
14/10/14	2330-0100	Decided to scrap Image processing due to its difficult nature and finalized 2048 instead. This was after considering quantum tic-tac-toe, research paper reader-simplifier among others.	G- Amal, Sanket
15/10/14	2100-2230	Discussions in lab: Went through different variations of the game 2048 and finally decided to implement four variations of the game. Trying to understand the basic algorithm behind the working and went through the simplecpp manual.	G- Rasesh
17/10/14	2330 - 0030	All members brought to speed with prior developments.	G-Sharang
18/10/14	0030-0130	Preparation of documents for initial submission due on 19/10/14 <ul style="list-style-type: none"> Team time log Typing project report Setting up dropbox for sharing of files.	G
18/10/14	2100-2200	Prepared basic structure of the SRS and the user draft manual	G- Amal, Sharang
19/10/14	1100-1245	Started typing the coding snippets, thus completing the basic part of the 2048 original variation game.	G-Amal
19/10/14	1245-1630	Completed one function, started working on another and started completing the other documents required for the first stage evaluation	G
	1630-1900	Completed a prototype that accepts a configuration entered by the user and does the following: <ul style="list-style-type: none"> Generates a tile ('2' 90% of the time and '4' the other time) randomly within empty cells. Collapses the tiles upward (without merging) Does the same downward, left and right. 	G-Amal

		<p>Functions that achieve this are:</p> <ul style="list-style-type: none"> • Generate_tile • Swapper_ud • Swapper_rl • Collapse_r, collapse_l, collapse_u, collapse_d 	
	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.	Rasesh
	1830-2230	Typed up the documents and various files required for submission, i.e. the SRS, User Draft Manual etc.	Amal
29/10/14	2030-2230	Lab Meeting , we worked on the score function and tried to debug some faults present in it.	G
03/11/14	1630-2100	Met up and discussed about other functions to be used in other variations.	G
05/11/14	2030-2230	Thought about various other functions which could be implemented and also searched about other variations of the game	G
23/11/14	1530-1830	Met after the endsems . All the members though had sat through the developments of all the variations	G
24/11/14	2300-0130	Made up the function about the high scores.	G-Sharang
24/11/14	1600-1800	Finalised the layout.	G