

**NAME-SHREERANG KAORE**

**ROLL-140100028**

**GROUP-09**

**DATE-1st OCT,2014**

D.B.Phatak gave guidelines of the Project.We formed the group .

We also formed our Facebook Group with teh TA having name CS101 SLOT6 GROUP9.

**DATE-5th OCT,2014**

We discussed about various topics:

1.Browser

2.IDM

3.UNBLOCK ME

4.FILE MANAGER

After discussing with TA and my groupmates,final topic was decided as Unblock me.We formed our facebook group "cs project" which included Pratik,Amit & Nitin.

**DATE-9th OCT,2014**

There was a discussion on whether to have Pre defined levels or Randomly generated levels.We decided to go for the later part.

**DATE-15th OCT,2014**

We divided the team in two parts -

1-Autorun a Random Level--Pratik Babhulkar & Amit Patil

2-User Interface --Me(Shreerang Kaore) & Nitin Choudhary

We also read about the graphics from Abhiram Ranade' book.

**DATE-17th OCT,2014**

After a lot of discussion Pratik wrote the algorithm. We assisted him in writing it. I wrote the Draft User Manual, Project Report. Nitin & Amit assisted me.

**DATE-21st Oct,2014**

Today, we all four met and discussed about what to do in Diwali vacations.

**DATE-28th Oct,2014**

I & Nitin discussed about graphics and wrote some code regarding it.

**DATE-29th Oct,2014**

Today, we met to discuss on how to cope up with errors in our code.

**DATE-05th Nov,2014**

We discussed our progress. We also discussed about the number of levels that should be there in the game.

**DATE-08th Nov,2014**

Today we discussed the problem of overlapping of blocks and solved it.

**DATE-18th Nov,2014**

Today, we discussed about startup (homescreen) of our game and wrote a code for it.