

Brijesh's Diary

Date	Hours	Task Performed
5th Oct	0.5	Conducted a video conference with my team mates and asked the team members to think about some project ideas.
7th Oct	2.5	We discussed each topic with their feasibility. And concluded to make Stochastic Cricket as our project after a healthy discussion.
12th Oct	3.0	We discussed the outline and user interface, features to be included and excluded. Mainly how will the user get it.
13th Oct	2.0	Documented the content properly in notes with deeper discussion on feasibility of each option and dropping ideas of few systems. Making of framework about internal functioning of scoring for different inputs. Uploaded the document(in brief) on work done so far on CSE site.
18th Oct	1.5	Meeting regarding submission of Stage 1 of the project. Discussed on the SRS format to be made. I and Kaustav decided to start with the code and complete SRS.
	4.5	Coded the basic structure with Kaustav. Both of us were suggesting, improving and debugging the code simultaneously.
19th Oct	0.5	Conducted a meeting for reporting of the work done till now. Listened to the problems and doubts of my team-mates, which were discussed and then clarified. Had a fresh discussion with some new points on 2 player mode.
	4+3	Chalked out the SRS and finalized it. Completed full documentation.
	0.5	Reviewed Sumedh and Kingshuk's work and suggested few formatting and content changes to bring better clarity.
	3.0	Made jointly the project report and everyone submitted their diaries and final work before Stage 1.
20th Oct	2.0	Discussed upon extending the previously written code. Discussed on whether graphics should be used or not.
22th Oct	1.5	Discussed on future follow up for the program. I asked Sumedh and Kingshuk to make remaining instruction sheets. I and Kaustav discussed how should we implement the code for required purposes.
29th Oct	1.0	Kingshuk and Sumedh showed the instruction sheets. Corrections

		were discussed on it. Display style of scoreboard was discussed.
1st Nov	6.5	Started working on making the structure teammanagement and its functions to manage the players and their scores with Kaustav. Some function in SCcommon were also written.
3rd Nov	2.0	We discussed about the structures to be formed about the teams and the players. We decided how to assign the probabilities to the respective scores. Basic discussion and brainstorming was done on Monte Carlo Simulation.
14th Nov	0.5	Shown the work completed of the project to the team and general discussion on project.
18th Nov	8.0	I completed and debugged(most time spent) the teammanagement portion with Kaustav
19th Nov	9.0	Worked on the class myscore (for team score management) and its functions. Simultaneously made necessary changes in teammangement portion to maintain the sync.
23rd Nov	4.0	Worked on the rest of portion of code and worked on debugging some logical errors.
	5.0	All the different made functions, structures and classes made by everyone was shown and added to the main program. Errors were debugged. Project was almost finalized.
24th Nov	8.0	Completed the code synced Monte Carlo potion with the code and made changes in code for auto runs generator. Worked on final debugging.
	4.0	Discussion on auto scoring instead of manual for the 1 player game by computer. Project was completed with debugging done onto and submitted.