Team Diary

Team Members:
1. **Brijesh Kumar Singhal (145280011) [Team Leader]**
2. **Kaustav Pakira (145280026)**
3. **Kingshuk Pailan (145280031)**
4. **Sumedh Gadpale (145280006)**

Date	Hours	Task Performed
5th Oct	0.5	Had a video conference with everyone. Everyone was asked to think about some project. Some had some idea about the projects but I asked them to refine them for the next meet.
7th Oct	2.5	Everyone was there for whole time. We had few topics for the project. We discussed each topic with their feasibility. And finalized Stochastic Cricket as our project.
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. Sumedh and Kingshuk were assigned to make User Manuals (general, one player and two player). Kaustav and I (Brijesh) were assigned to start with the code and complete SRS.
19th Oct	0.5	Report the work done till then. Problems and doubts in works were discussed. Had major discussion on 2 player mode.
	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. Sumedh and Kingshuk were asked to make remaining instruction sheets. I and Kaustav discussed how should we implement the code for required purposes.

Date	Hours	Description
29th Oct	1.0	Kingshuk and Sumedh completed the instruction sheets. Corrections were discussed on it. Display style of scoreboard was discussed.
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. Also a basic discussion and brainstorming was done on Monte Carlo Simulation.
14th Nov	0.5	Checked the progress of the project and just general discussion on project.
23rd Nov	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	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.