**GROUP DIARY**

**DATE:13/10/2014**

**TIME SPENT: 2:30HR**

Took a meeting at cs OSL lab and discussed about project subject.

After discussion we decided our would be Adventure game name as ‘SKYRIM’

Individual skills and experiences about project being highlighted.

Decided to take next meeting on next day.

**DATE:14/10/2014**

**TIME SPENT: 1 HR**

Took meeting at morning. All group members were present. We again discussed on project and to proceed it. Group leader had given instructions about project and explained it to everyone. We all had gone through sample projects similar to our subject.

**DATE:17/10/2014**

**TIME SPENT: 2 HRs**

Made documentation of project , tested code and submitted to leader.

**DATE:20/11/2014**

**TIME SPENT: 2HRS**

Work distributed among group members by the leader. Individual has given work based on his skill and experience. We read about libraries which are going to be used in our project and their function in program.

**DATE:28/10/2014**

**TIME SPENT: 1 HR**

We discussed on verb-noun commands for our project which is a text game , progresses as we give required commands to it. Also we looked up sample code for this kind of game.

**Date: 03/11/2014**

**Time spent:2.5hrs**

Discussion of project in lab

**Date:04/11/2014**

**Time spent:2.5hrs**

Discussion of code designing in lab.

**Date: 15/11/2014**

**Time spent:3.5hrs**

Group leader explains how program works.

**Date:16/11/2014**

**Time spent: 3.5hrs**

Modified some inventories and discussed some problems.

**DATE: 21/11/2014**

**Time spent:3hrs**

Modified inventories and structure so that we can write function better.

**DATE: 24/11/2014**

**Time spent: 7hrs**

Coding , running and finding and fixing errors.