PROJECT DIARY
ANKUSH MUKHERJEE
(TEAM LEADER)

14D100019

Wednesday 1st October 2014:

Venue - Lecture Hall LA 101

Team formation.

Tuesday 7th October 2014:

Venue - Hostel 16

Initially everybody proposed different topics which were Tank Hero, Minesweeper, Banking application, Sudoku and Chain reaction.

We decided on the final project topic, i.e. Chain Reaction.

Sunday 12th October 2014:

Venue – Room no. 603 Hostel 16

Time 9-10pm

All the players accustomed themselves to the rules of the game.

Division of work.
Akash Chikhalikar - Draft User Manual

Prajesh Jangale - SRS

Ankush Mukherjee - SRS
Aditya Kalra – Project Report

We divided the work of coding different parts among ourselves.

Thursday 16th October 2014:

Venue - NSL Annex

Time - 8.30-10.15pm

We decided on the method and prepared the algorithm.

Friday 17th October 2014:

Venue - Room no. 607 Hostel 16

Time - 10-11pm

I prepared the SRS document along with Prajesh.

Time 11-12 pm

We started coding the program.

Saturday 18th October 2014

Venue - Room no. 609 Hostel 16

Time – 7-8pm, 9pm-1am

We finished coding some of the different parts of the program. I coded the recursive function which adds orbs (or balls) and explodes the orbs when they exceed the critical mass.

Functions to check for corners and boundaries were coded by Prajesh. The validateinput and checkWin functions were coded by Akash.

The main function was coded by all three of us.

The different parts of the program were compiled along with some temporary functions(display) to produce the sample code for the game chain reaction (without graphics).

Sunday 19th October 2014

Venue - Room no. 609 Hostel 16

Time –10-12AM, 2-4 P.M.

Compilation of all parts of project done by different members and debugging done by Akash and Prajesh along with me. The code excluding graphics is partially ready.

Monday 20th October 2014

Venue Room no. 607 Hostel 16

Time 1:30-2 pm

We met and decided to learn how to use simplecpp graphics.

Tuesday 21st October -Sunday 26th October

(1 hour everyday)

I learnt how to use simplecpp graphics. I modified the code to include undo once option.

Thursday 30th October 2014

NSL Annex

8:30 pm -10 pm

We met in NSL annex and decided how to proceed with the project.

We discussed how to use Simplecpp graphics.

We discussed about the changes needed to be made in the code to include graphics.

Further work was divided among ourselves.

Friday 7th November 2014

Venue: Room 603 Hostel 16

10 pm-10:30 pm

Further changes in the code other than graphics were decided upon.

Tuesday 18th November 2014,

-Friday 21rd November 2014

Venue: Rooms 603 and 607 Hostel 16

I modified several parts of the code to include the class game.

I added a file to store the steps of the game.

Akash and Prajesh made some more modifications in the code

and included graphic features.

Inclusion of "would you like to play again option" was done by Prajesh.

Akash coded the part necessary for one player (versus computer) or easy mode game and included the undo option using graphics option in two player mode.

Display of grid orbs and function void display() including graphics was done by Akash and Prajesh.

Number of hours –I spent about five hours coding this week.

Sunday 23rd November 2pm-5:30pm and 6pm -8pm

Room 603 Hostel 16

I compiled the parts of code submitted by team members.

I included additional graphics features whenever necessary.

Corrections if required were done by Prajesh and Akash.

Sunday 23rd November 9pm-11:45pm

I modified the SRS document to include all additions made to the code after stage 1 project submissions.

Akash is preparing the draft user manual with the help of Aditya.

Prajesh is preparing the project report with the help of Aditya.

Monday 24th November 9 am-12am

Final compilation of work done by team.

Final Submission-Monday 24thNovember 2014