PROJECT DIARY

AKASH CHIKHALIKAR

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 them to the rules of the game.

Sample code was divided among ourselves.

I was assigned the work of making the Draft User Manual.

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 - 10-12pm

I prepared the draft user manual in rough on notepad.

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 completed coding of the 'int validateInput' function and 'int checkWin'.

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

I finished making the Draft User Manual after completing the editing and removing the minor errors in the rule book.

Sunday 19th October 2014

Venue - Room no. 609, Hostel 16

Time –10-12 AM,2-4 P.M.

Final compilation of all parts of project done by different members.

Debugging of the code was also done during this time and the game without graphics was partially ready.

Monday 20th October 2014

Venue-Room no. 607, Hostel 16

Time-1:30-2:00 and 2:00-2:30

We discussed about how the simplecpp graphics package could be used.

I saw two introductory Videos on simplecpp on www.youtube.com.

Wednesday 22nd October to Sunday 26th October

Daily 1 hour

I learnt all the commands and keywords of simplecpp from

the videos uploaded as well as from the Abhiram Ranade book and solved some problems of the book.

I also went through the coding done by other members of the group and understood the functions written by other members.

Thursday Lab session 30th October

NSL Annex &11:30-12:00

We discussed how to proceed with the project when graphics will be included.

We wrote down in rough the changes to be made to include graphics in our project.

I did some commenting on the code to make it more user understandable in the night.

Friday 7th November

Venue: Room 603 Hostel 16

Time- 10:00-10:30

Further changes in the code other than graphics were done.

Thursday 18th November to 21st November

Venue:Room 607 Hostel 16

Total 12 hours spent

On the first day we printed the canvas and the grid.

We also derived using basic geometry the co-ordinates of the orbs to be placed in the grid relative to the centre of the box of the grid in which the orbs were to be placed.

We implemented the same in the 'void display()' function.

On the second day we made changes in the main function to include graphics.

On the third day & fourth day I did the coding to implement the '1-player mode' in the main function and the necessary changes in graphics and some minor things such as printing of texts and boxes.

I also did some changes in the graphics and code for the 'click' on the 'undo' button to be executed properly.

Sunday 23rd November

Venue:Room 607,Hostel 16.

Time: 3:00-5:30 & 9:00-12:45

We did the final debugging and removed all the errors and warnings.

I prepared the Draft User Manual with the help of Aditya and did the final commenting in the code.

Monday 24th November

Venue:Room 607,Hostel 16.

Time-9:00-12:00

Final compilation of work done by the team.

Submission of the project-24th November 2014.