

## DIARY ENTRY

After STAGE 1, we meet at 1<sup>st</sup> November and briefly distributed our work. We basically distributed work of making functions. As kunj was better in programming so we gave most important functions. We thought that we will make 2-player program first and then we will generalize it to multi players. We will add graphics also.

4<sup>th</sup> November – I made function Boardview and PLAYERturn for 2-player game.

17<sup>th</sup> November – We met and tested all the functions made by our group. We had certain problems in that; we discussed all those and got to the solution for some.

18<sup>th</sup> November – I made function “convert” today.

19<sup>th</sup> November – Again we discussed the function made and tested in code blocks.

20<sup>th</sup> November – We all saw videos for graphics.

We didn't have any meeting till 23<sup>rd</sup> of November due to the CS endsem.

23<sup>rd</sup> November - Actually, we had to do graphics also. But when we got to know that graphics has no weightage and also because of the insufficient time plus simplecpp was not working in our laptops, we dropped the plan of making graphics. Finally, we generalized it to multiplayer game.

24<sup>th</sup> November – We finally completed CHAIN REACTION . We made report and all others documentation required.