

Stage : 1

Anjan's Diary:

7th Oct : (14.30-17.30) (Meet)

Among all the topic given and new ideas, finally 'graph plotter' and 'mancala' are selected and decided to ask to TA about which is better(all present)

8th Oct : (12.40-12.50)

We meet TA after cs lecture and mancala is appreciated by TA

9th Oct : (14.00-14.40) (Meet)

I am voted for team leader, fix suitable timing of subsequence meeting and distributing different works (all present)

12th Oct : (14.00-14.30) (Meet)

We google for the algorithm of program (all present)

15th Oct : (17.00-18.15)

Searching for the best moves in the game so that maximum probability of winning (with Pulkit)

16th Oct : (20.30-22.00) (Meet)

Cs lab discussion about making SRS document, User manual, sample code (all present)

18th Oct : (2.00-4.30)

Assemble individual project diary and make the integrated diary

19th Oct : (about 8 hours)

Preparing Algorithm, Helped Harshank in making sample code and graphics part for making board and update project diary

Pulkit's Diary:

7th Oct : (14.30-17.30) (Meet)

Topic discussion, search for many topics, two topics are considered {mancala and graph plotter} (all present)

8th Oct : (12.40-12.50)

Small meet with TA and finalise topic to 'Mancala'

9th Oct : (14.00-14.40) (Meet)

Discussion on meeting timings, various works to be done (all present)

11th Oct : (14.00-14.30)

Discussion with Anjan about single or double player can be made and related problems in each of them

12th Oct : (14.00-14.30) (Meet)

Searching for algorithm of program (all present)

14th Oct : (14.00-16.30)

Discussion with Harshank about different functions that can be used during programming

15th Oct : (17.00-18.15)

Searching for the best moves for winning with Anjan

16th Oct : (20.30-22.00) (Meet)

Cs lab discussion about making sample code, SRS document, User manual etc (all present)

18th Oct : (18.44-20.30 & 21.30-23..00)

Wrote draft of project, SRS document and gave project diary to Anjan

19th Oct : (about 8.30 hours)

Give final touch to SRS and project report, wrote draft user manual

Harshank's Diary:

7th Oct : (14.30-17.30) (Meet)

Searching for topics, finally two topics are taken under consideration i.e. Mancala or Graph plotter(all present)

8th Oct : (12.40-12.50)

TA told us to make mancala as graph plotter is

already done

9th Oct : (14.00-14.40) (Meet)

Discussion on meeting timings, future steps to be taken and distribution of works (all present)

12th Oct : (14.00-14.30) (Meet)

Searching for algorithm of program (all present)

14th Oct : (14.00-16.30)

Discussion with Pulkit about various functions

16th Oct : (20.30-22.00) (Meet)

Cs lab discussion about making sample code, SRS document, User manual etc (all present)

18th Oct : (19.00-21.00)

Understanding graphic implementation in the program and give project diary to Anjan

19th Oct : (about 8 hours)

Getting friendly with graphics part, Prepared the main board for mancala, Gave sample code to Anjan

STAGE : 2

In stage 2 Anjan decided to do regular discussion.

Anjan's Diary:

28th Oct : (14.30-17.30) (Meet)

It is the first meeting after stage 1 and we are wondering for what is the next.

We discuss first the algorithm for two player of how the program is going to be executed and wrote it on a paper. (all present)

4th Nov : (14.30-17.30) (Meet)

A circular queue may be required as value are changing in a circular way-suggested by T.A., but we are not clear what to use? A circular queue or one dimensional array. (all present)

5th Nov : (18.00- 19.00) (Meet)

We thought that using a circular queue would make things clumsier, so we use one dimensional array instead to simplify programming. (all present)

7th Nov : (15.00-15.30) (Meet)

We played the game and take idea about single player can be made or not. Then we decided that two player should be made completely first. (all present)

17th Nov : (10.00-10.45)(Meet)

Here we divided the works among ourselves. Total graphics part is given to Harshank. The execution procedure is given to Pulkit and the functions inside are given to Anjan. (all present)

18th Nov : (1 hour)

Helping Harshank to make graphics by identifying the coordinates.

19th Nov : (1 hour)

Thinking about game() that do after clicking.

Made free turn function.

20th Nov : (18.00- 19.45 and 21.00-21.30)(Meet)

We decided to put animation so that a neat picture of executing the steps. We had also thought about high score. (all present)

20th Nov : (4 hours)

Made Game over function.

Made capture function.

A little work is done on sound, but no satisfactory result is found.

21th Nov : (18.00-20.30)(Meet)

A brief discussion for 2.5 hours on all functionality of all functions used in single player game. (all present)

21th Nov : (6-7 hours)

Made capture function. Made code for free turn and capture for second round(if one hole has more than 12 balls case).

23th Nov : (19.00-19.30)(Meet)

A small discussion on files to make high score. Pulkit had already written it, it is working to some extent, not entirely. (all present)

23th Nov : (2 hours)

Animation to two player game. Total code of two player without high score is ready.

24th Nov : (about 9 hours)

Merge the total single and two player game that were created separately and join all features (i.e. animation, 2nd round free turn, 2nd round capture) to single player code. Collected the individual diary and made the final project diary.

Pulkit's Diary:

28th Oct : (14.30-17.30) (Meet)

Algorithm for two player is discussed. (all present)

4th Nov : (14.30-17.30) (Meet)

T.A. asked us to use circular queue for our game, but nothing is decided about this. (all present)

5th Nov : (18.00- 19.00) (Meet)

One dimensional array instead of circular queue is decided to be used in our program. (all present)

7th Nov : (15.00-15.30) (Meet)

We played the game and take idea about single player can be made or not. Then we decided that two player should be made completely first. (all present)

17th Nov : (10.00-10.45)(Meet)

Distribution of work took place and the general algorithm is given to me. (all present)

18th Nov : (1.5 hour)

Working on general algorithm that decided in meeting.

20th Nov : (18.00- 19.45 and 21.00-21.30)(Meet)

I put the idea about high score. Anjan also told about animation inside the program.(all present)

20th Nov : (4 hours)

Adding dynamically memory allocation and delete memory location after its usage. This can be done using pointer and checking NULL pointer value.

21th Nov : (18.00-20.30)(Meet)

A brief discussion for 2.5 hours on all functionality of all functions used in single player game. (all present)

21th Nov : (4 hours)

Adding dynamically memory allocation and delete memory location after its usage. This can be done using pointer and checking NULL pointer value.

Thinking and writing code for single player.

Algorithm for `getbestmove()` function.

22th Nov : (2.5 hours)

Thinking and writing code for single player.

Modify `getbestmove()` function.

23th Nov : (19.00-19.30)(Meet)

My program for high score is crossed checked, it doesn't do its job correctly, but it works to a little extent. (all present)

23th Nov : (2.5 hours)

Optimizing single player code and add more function by increasing possibility , so that probability of winning computer would increase. Adding `playerfreeturn()` function, `playercapture()` function.

24th Nov : (about 7-8 hours)

Made some correction in one player code.

Made the whole SRS document, Project report.

Help harshank in making user draft manual.

Harshank's Diary:

28th Oct : (14.30-17.30) (Meet)

Algorithm for two player is discussed. (all present)

4th Nov : (14.30-17.30) (Meet)

T.A. asked us to use circular queue for our game, but nothing is decided about this. (all present)

5th Nov : (18.00- 19.00) (Meet)

One dimensional array instead of circular queue is decided to be used in our program. (all present)

7th Nov : (15.00-15.30) (Meet)

We played the game and take idea about single player can be made or not. Then we decided that two player should be made completely first. (all present)

17th Nov : (10.00-10.45)(Meet)

Distribution of work took place and the whole graphics part is given to me. (all present)

18th Nov : (5-6 hour)

Created the whole canvas including circle, rectangle and text.

20th Nov : (18.00- 19.30 and 21.00-21.30)(Meet)

Pulkit had an idea about high score. Anjan also told about animation inside the program.(all present)

20th Nov : (4-5 hours)

Making of code how to successive values are changing after click on a hole.

21th Nov : (18.00-20.30)(Meet)

A brief discussion for 2.5 hours on all functionality of all functions used in single player game. (all present)

21th Nov : (3 hours)

Made validholeclick() function that checks the click are valid or not. Also other places where it is not allowed.

23th Nov : (19.00-19.30)(Meet)

A discussion on high score. (all present)

23th Nov : (5 hours)

Trying for file handling for high score.

Made all complete requirements for single player to be joined with `getbestmove()` function .

24th Nov : (about 3-4 hours)

Made user draft manual.

Help Anjan in merging all program.