

PERSONAL DIARY			
TEAM MEMBER-> Ranvijay Singh			
DATE	TIME	VENUE	WORK DONE
7/10/2014	18.00-19.00	15 B 403	Had a discussion on which topic to choose. decided to work on chain reaction game
8/10/2014	17:15-17:27	LHC	Discussed with my physics T.A.(he is from C.S.E Department) on how to develop graphics in C++
10/10/2014	22:20-23:30	15 B 403	discussion on outline of game I suggested a derivative of the game in which whenever a radicle collided with another radicle it would rotate and whichever radicle came in its contact would further start rotating
13/10/2014	22:30-23:30	15 B 403 15 B 103	I was assigned graphics.h header file and in the team meeting I suggested to include multiplayer domain in the game After coming to room I explored You tube and internet, Saw previous years reports, downloaded code blocks and office online
15/10/2014	17:18-18:25	15 B 103	Saw some videos on the internet for graphics.h and tried to disturb my library functions by changing some files' contents which crashed my code blocks
16/10/2014	20:30-22:45	OSL	This was our Lab day so we had a meeting about the future prospects I added ideas such as adding 3 lifelines option and various difficulty levels which was ultimately not accepted by the team
17/10/2014	22:30-00:20	15 B 103	I played some chain reaction games on the internet then me, Lokesh and my neighbor played chain reaction and thought some more ideas to develop the game's algorithm I also wrote the whole program's outline by myself
18/10/2014	15:30-18:00 20:30-21:30	15 B 103 15 B 403	I completed the project report and user Manuel In the team meeting we suggested each other new idea and almost completed the project
19/10/2014	22:00-23:15	15 B 403	Gave the final touch to the project report
25/10/2014	22:45-23:15 00:20-1:27 2:45-4:03 4:13-5:29	15 B 103	Tut1 SDL Tut 2 SDL Tut3 SDL Studied time part + old tut for error shown during compilation
30/10/2014	20:30-22:30	OSL	Prepared various types of screens such as elements of first screen and learnt to use pixlr for the first time.
3/11/2014	22:30-23:30 23:30-24:00	15 B 403 15 B 103	Discussed the validate function Saw some tutorial videos
6/11/2014	22:00-23:00	15 B 403	Discussion of code
14/11/2014	22:40-23:40	15 B 403	Discussed execution of code and I was assigned the mouse part, music part and time part
15/11/2014	23:10-23:55	15 B 103	Started watching the tutorials all over again
16/11/2014	00:45-03:00 11:00-13:30 14:30-17:00	15 B 103 15 B 103 15 B 103	Watched tutorials 2,3,4 and tried to implement them into my program Watched tutorials 5 and 6. Watched tutorials 7,8,9 and tried variations means by removing some function
17/11/2014	09:30-10:45	15 B 103	Watched tutorials 10 and tried some things also from lazyfoo

	11:30-13:00 14:00-15:00 16:00-17:00 17:30-20:00 22:00-23:00	15 B 103 15 B 103 15 B 103 15 B 103 15 B 403	Watched tutorials 11 and tried to implement Watched tutorials 12 and 13 and tried to implement them Decided to switch to simple cpp after I heard from my friend that we can do a lot of stuff with a meagre amount of coding Watched lectures implementing sdl coding for 14,15 Decided that I will go ahead with simplecpp for the mouse case
18/11/2014	00:30-02:00 09:30-12:30 13:45-16:00 17:00- 20:00+20:5 5-22:45	15 B 103 15 B 103 15 B 103 15 B 103 15 B 103	Watched Prof Ranade's lecture slides Since slides were a little difficult to follow so I watched lectures 89,90 Watched Lectures 91,92,93 Started watching lectures again but this time I was executing along with watching lectures
19/11/2014	00:20-01:00 01:00-02:30	15 B 103 15 B 103	Developed the mouse code with simplecpp Unsuccessfully tried to combine sdl with simple cpp
21/11/2014	1.00-2.30 2.30-4.00 13:30-16:30 17:45-20:00 21:30-23:30	15 B 103	Redesigned the images to be loaded and the backgrounds also Testing of the new code fragment written by Tanay and time function
22/11/2014	00:30-02:30 03:15-05:30 12:30-16:30 17:30-20:00	15 B 103	Tried entering the time function and debugging of the code and tried entering music
23/11/2014	18.00-20.00 22.00-23.30	15 B 103	Testing of the all possible cases of play with both the keyboard and mouse
24/11/14	00:20-04:30 14:30-17:30 18:25-20:45 21:25-23:45	15 B 103	Testing and debugging of code and tried entering data file into the program for storing high scores and also entering music

My various used codes which did not feature into the real code

-To maintain high score chart

```
#include <iostream>
```

```
#include <cstring>
```

```
#include <cstdio>
```

```
using namespace std;
```

```
int main() {
```

```
char linestr[80]; char outstr[80];
```

```
char sroll[6], sname[30];
```

```
int sr; char sn[30];
```

```

int i,j,k,N =0;
FILE *fpin; FILE* fpout;
fpin = fopen("CSV_data.txt", "r" );
if (fpin == NULL){
cout << "Could not open file" << endl;
return -1;
}
fpout = fopen ("marks_data.txt", "w");
if (fpout == NULL){
cout << "Could not create output file" << endl;
return -1;
}
fgets(linestr, 79, fpin);
while (!feof (fpin)){
// valid string, separate the parts
i =0; k =0;
while ((sroll[i++] = linestr[k++]) != ',');
sroll[i-1]='\0'; i=0;
while ((sname[i++] = linestr[k++])!= ',');
for (j = i-1; j<29; j++) sname[j] = ' ';
sname[29] ='\0'; i=0;
sscanf (sroll, "%d", &sr);
sscanf(sname,"%s", sn);
sprintf(outstr, "%5d %30s \n",sr,sn);
fputs(outstr, fpout);
printf("%s", outstr);
fgets(linestr, 79, fpin);
N=N+1;
}

```

```

    cout << "\ninput file has been read and printed\n";
    cout << "output file Marks_data.txt created\n";
    cout << N << " records written to output file\n";
    fclose(fpin); fclose(fpout);
    return 0;
}

```

-To add music which could not compile with the real code

```

#include "SDL/SDL.h"
#include "SDL/SDL_mixer.h"
int main(int args,char *argv[]){
    SDL_Surface *background = NULL;

    Mix_Music *music;
    SDL_Init(SDL_INIT_EVERYTHING);
    while(true){
        background=SDL_SetVideoMode(640,480,32,SDL_SWSURFACE);
        Mix_OpenAudio(22050,MIX_DEFAULT_FORMAT,2,4096);
        music=Mix_LoadMUS("scratch.wav");
        Mix_PlayMusic(music,-1);}
}

```