DATE	TIME	VENUE	WORK DONE
			PERSONAL DIARY(stage 1)
			TEAM MEMBER-> Lokesh soni
7/10/2014	18.00-19.00	15 B 403	In the team meet I proposed to make the game on chainreaction
10/10/2014	22.30-23.30	15 B 403	In the team meet I proposed to make the game in which atoms move randomly and burst when clicked by mouse and when other atoms collide they also explode.
12/10/2014	22.00-23.00	15 B 1010	I visited the website of cs101 and went through the previous years' projects (minesweeper, snake, checkers, and student management system) and went through their SRS reports, Codes used and reports.
13/10/2014	22.30-23.30	15 B 403	Attended the team meeting and had a long discussion on What features to be included in the project and I gave ideas related to algorithm of code for project I was assigned to search for Allegro library.
14/10/2014	21.30-22.30	15 B 1010	I searched the internet for Allegro graphics library and went through various tutorials on how to install the library and basics of it.
15/10/2014	22.30-23.30	15 B 1010	I searched for some games written using Allegro and went through their code to understand how Allegro can be used and also read its tutorials .
16/10/2014	20.30-22.30	Osl	In the team discussion in the lab I gave ideas about how our code should execute and what functions can be used in our code
18/10/2014	21:00-22:30	15B1010	I wrote all the functions which we are using in our code and wrote the algorithms for all of them.
18/10/2014	21:00-23:00	15 B 1010	Made the SRS document for the submission.
19/10/2014	22:00-23:00	15 B 403	Gave the final touch to stage 1 submission

Stage 2

DATE	TIME	VENUE	WORK DONE
22/10/2014	22:00-23:00	15 B 1010	Watched the tutorials on youtube about SDL
25/10/2014	22:00-23:00	15B 1010	Watched the tutorials about animation in SDL
27/10/2014	20:00-21:00	15 B 1010	Searched for the images which could be used in project on google and edited them
30/10/2014	20:30-23:00	OSL	Created the images for initial screens Debugging of code prepared till now and incorporated my ideas in the code
3/11/2014	22:30-23:30	15 B 403	Discussion on algorithm and further development of code (validate function)with team.Discussion on implementing graphics and photographs using pixlr editor.
6/11/2014	20:30-23:00	OSL	Discussion on Code and further development of code. Discussion on implementing graphics Event driven coding . .
14/11/2014	22:40-23:40	15 B 403	Further enhancement and implementation of the code for initial display screens (keyboard part) by using various images in team meet .
15/11/2014	21:00-23:00	15 B 1010	Started working on the gridkey function .
16/11/2014	20:00-23:00	15 B 1010	Worked on gridkey function
17/11/2014	13:00-15:00	15 B 1010	Worked on gridkey gunction
	22:30-23:30	15 B 403	Started working on executemove function

18/11/2014	12:00-14:00	15 B 1010	Made the exec function
	20:00-22:00	15 B 1010	Made the exec function
19/11/2014	15:00-17:00	15 B 1010	Finished the executemove function
	19:00-21:00	15 B 1010	Debugging the execute move function
20/11/2014	14:00-18:00	15 B 1010	Changed the execute move function And also worked on gridkey function
	22:30-23:30	15 B 403	Working on the execution part of the code and thereby executing the whole body of the program. Successfully completed mouse part in sdl only. First debugging started and game goes for trial.
21/11/2014	12:00-15:00	15 B 1010	Worked on taking inputs from mouse click
	18:00-20:00	15 B 1010	Debugging of code and tested the code made till now
	22:00-1:00	15 B 1010	completed gridmouse coding and trouble shoot, tried and succeeded in clubbing the gridkey and gridmouse functions together in the gridkey function to increase the efficiency of the code, tried debugging the new gridkey function
22/11/2014	22:30-23:30	15 B 403	Debugging, discussion on the elimination of players and closing window phenomenon of the game once it ends
23/11/2014	14:00-18:00	15 B 1010	Tested and Debugged the code written
	22:00-1:00	15 B 1010	Made the gridkey function more efficient And shortened it.
24/11/2014	16.00-21.00	15 B 403	Final debugging of the program, search for errors in the code if possible increasing the efficiency , uploaded the final file