

Personal Diary
Satyendra Kumar

| S.No. | Date | Start Time | Duration | Description of Work |
|-------|------------|------------|----------|---|
| 1 | 26-10-2014 | 10:30 PM | 45min | We came together and some decision are taken The basic structure of the game and its image in the memory was discussed among team member. |
| 2 | 27-10-2014 | 11:00 PM | 45 min | I discussed about main function with gaurav, and gaurav help me in how to code for array of point on scree |
| 3 | 30-10-2014 | 8:30 PM | 2hrs | I read a tutorial on FLTK graphics downloaded from the net. We also discussed the three levels in which the game is to be played and their configurations. |
| 4 | 01-11-2014 | 11:00 | 30 min | I searched on google how to write some code related to form an array of dots. |
| 5 | 02-11-2014 | 9:00 PM | 1.5hrs | we discuss on how ? the main function are changed so that points arejoined by movement of cursor instead of arrow keys. |
| 6 | 06-11-2014 | 8:30 PM | 1hr | I sat together with team and sorted out problems faced by us in coding. I had some doubt in defining the sub-window pop-ups which were sorted out by gaurav. |
| 7 | 08-11-2014 | 12:30 PM | 1hr | We decided that the game would use mouse as the input source instead of the keyboard as decided earlier. For this, we studied the mouse controlling aspects in FLTK. We had a problem understanding the text and so we consulted a senior student. |
| 7 | 10-11-2014 | 11:00 PM | 2 hr | I searched on google about the function which convert mouse movement into user input in game.i had some doubt and so consult with gaurav. |
| 8 | 14-11-2014 | 8:45 PM | 1 hr | I continued to know about function related to mouse inp mouse input such as MyDesk function from various sources. |
| 9 | 15-11-2014 | 4:00 PM | 2hrs | Gaurav Finalized the MyDesk function for writing code and I started writing code for cpu automation, along with Gaurav. We played the game once more with team member. |

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| 11 | 17-11-2014 | 10:30 PM | 1.5 hr | I continued to work on the cpu function for cpu automat I discussed some more cases and their responses along with gaurav. |
| 12 | 18-11-2014 | 11:00 PM | 3.5hrs | our team decided to introduce marked squares in the game.I started to discuss along with team . |
| 13 | 19-11-2014 | 2:00 PM | 1 hr 45 min | I wrote some code related to cpu automation that how c; how cpu completes the square. |
| 14 | 20-11-2014 | 11:30 AM | 1.5hrs | I discussed with Gaurav how thumbnails are implemented.He helped me in understanding Modified functions play_CB() , CPU_CB() . |
| 15 | 20-11-2014 | 5:00 PM | 1hr 45min | The code is almost complete by now. Started testing our code .Meanwhile ,we sat together and working on our project documentary part. |
| 16 | 21-11-2014 | 8:00 PM | 1.5 hr | The code is almost compete by now. We started testing our code and implemented some more scenarios to include the changes. |
| 17 | 22-11-2014 | 11:00 AM | 2hrs | I revised the code once again and wrote some comments of program . |
| 18 | 23-11-2014 | 8:00 PM | 1.5hrs | We completed testing the code and started working on the documents required to be submitted. The project in near completion. We also evaluated our contributions to some extent. |

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