

DIARY ENTRY OF SHALIN (ROLL: 140020099)

October 8. (from 22:00-23:00)

Met with team and decided topic of project. Discussed for 40 minutes. We consulted our T.A. also.

October 11. (from 22:00-22:30)

Met with the team members. We decided to browse net for ideas. I searched the net and found sample programmes.

October 13. (from 23:00-00:25) researched on how to use graphics

October 14. (from 21:45-22:15)

Met with the team members.

October 17. (from 22:00-22:30)

Met with Yogesh and discussed programmes made by both of us.

OCT 25th (from 20:00hrs to 21:00hrs)

Met with Yogesh and decided about the graphics package to be used.

We looked for GTK and learnt some basic concepts of it.

Final decision for graphics package was not taken today.

OCT 27th(from 22:00hrs to 23:15hrs)

We all met again in my room but still couldn't decide on what what graphics package to be used.

Today we tried to run the program which we (basically Yogesh) had written for basic steps of checkers.

Some errors were found. We tried to debug them.

OCT30th(from 19:00hrs to 19:30 hrs)

I researched on all the graphics packages dat could have been used for making the checkers board. I found “simple cpp” the best and easy one for our task. But I also considered GTK and left it as a discussion with other team members.

NOV2nd(21:00hrs to 21:30hrs)

Finally, we decided to work on simple cpp for graphics package.

I consulted book by Prof. AG Ranade and last 5 lecture slides to learn basics of simple CPP.

NOV4th(22:00hrs to 23:00hrs)

Did a bit of coding for making checkers board by taking help from reference slides.

Was successful in making a checkers board but it had some problems. Yogesh resolved the problem and our checkers board wad made.

NOV6th We met in lab.

NOV17th(23:00hrs to 00:30hrs)

Yogesh completed the coding for all moves and rules for a 2 player game. I helped him regarding the rules and in some part of program and made a few functions for moves of a player in 2 player mode.

We discussed and made the opening screen of game using simple CPP.

NOV19th(22:00hrs to 23:00hrs)

I compiled all the functions made by me and Yogesh and linked them with simple cpp. Our game compiled successfully but had some problems during playing the game.

NOV21st(21:30hrs to 22:30hrs)

Had a debugging session with Yogesh and tried to resolve the problem we encountered during last time.

A 2 player game was successfully running and we resolved almost all problems of it.

NOV23rd(20:00hrs to 22:30hrs)

Made the opening screen more interactive by including other options like “credits”, “instructions” etc.

NOV24th (almost whole evening)

Did the final documentation work and worked out on all the flaws that were still pertaining in the project.

