

## Diary

Vishal Meena      140050010

1<sup>st</sup> week(6-12 October, about 4 hours):

7 Oct : We had our first meeting where we looked at projects from previous years, we finally decided to make a project on 2048 game after considering other topics like scientific calculator, banking application etc.

10 Oct : We had the second team meeting, and decided to use the SFMLibrary(SFML) for the project.

11 Oct : I downloaded the SFML library and looked at online tutorials to understand how it was used.

12 Oct : Studied Chapter 5 of the book 'Object Oriented Programming with C++' to get a basic idea of structures, classes and objects.

2<sup>nd</sup> week(13-19 October, about 6.5 hours) :f

13 Oct: We had the third team meeting, and decided which features we going to include in the game and divided the work for stage 1.

15 Oct : Started the basic graphics using SFML.

17 Oct : We prepared a pre-draft of SRS and Project report in lab.

18 Oct : Designed the splash screen and coded the files splashscreen.h and splashscreen.cpp .

19 Oct : Finalised the code for stage 1 submission .

3<sup>rd</sup> week(20-26 october, about 1 hour) :

24 Oct : Studied sf::Mouse class of SFML.

4<sup>th</sup> week (27 Oct to 02 Nov, about 2.5 hours) :

27 Oct : Again started working on graphics, discarded the idea of separate files for different screens. Divided work at meeting, I got the part of coding the survival mode.

5<sup>th</sup> week (03 nov to 09 Nov, about 2 hours) :

6<sup>th</sup> Nov : Studied sf::Time class and and some disscussions on stackoverflow.com

8<sup>th</sup> Nov : Tried to code using graphics for survival mode, got many errors and decided to try after some time.

6<sup>th</sup> week (10 nov to 16 Nov, about 3.5 hours) :

15<sup>th</sup> Nov : Ran our project by combining our codes, I got the part of improving the graphics aspect of the code.

16<sup>th</sup> Nov: Discussed about new features for the game. I took the part of writing the SRS for stage 2.

7<sup>th</sup> week (17 nov to 24 Nov, about 11.5 hours) :

17<sup>th</sup> Nov : I tried to center the position of text w.r.t the corresponding rect object. I was able to make a decent looking version of the game.

19<sup>th</sup> Nov : I again tried to code the survival mode, this time with a thread, Still couldn't get rid of all the errors.

20<sup>th</sup> Nov : resumed the graphics part, made early versions of the various menu screens using gimp.

23<sup>rd</sup> Nov : I combined all the parts of the code into one project file including the new autoplayer and virahanka modes. Tested for bugs. Prepared a rough draft of the documents.

24<sup>th</sup> Nov : Finalised the documents and the code and submitted the project.