

## DAIRY ENTRY

Mohit Vyas (Roll No.140050015)

week-1 (6-12 October about 4 hours)

7 oct(9pm-10pm) :First team meeting took place where we looked at the projects given in the course homepage . we looked upon different project ideas like minesweeper, bank application, sudoku and finally decided to choose 2048 game as our project topic.

10 oct(10:30-11:30am) : Our team discussed on which library to be used for adding graphics to our game and we decided to use the SFML(Simple and Fast Multimedia library) for the project on one of my friends suggestion.

12 oct(2pm-4:30pm) :I installed SFML on my laptop and learned some of its basics including:

- (i) opening and managing a SFML window
- (ii)Basic event handling from mouse and keyboard
- (iii)how to draw sprites in SFML (from [www.sfml-dev.org](http://www.sfml-dev.org))
- studied about <ctime> library in c++(from [www.cplusplus.com](http://www.cplusplus.com))

week-2(13-19 october about 6.5hours)

13 oct(9pm-10pm):we had team meeting where we decided which features are to be included in our game.

we also divided the work till stage-1. my job was to implement the algorithm of the game and its prototype which had only left swipe function and to test its functionality.

14 oct(8pm-9:30pm):studied about how to generate random numbers using 'rand()' function of <cstdlib>

header file in c++.(from  
www.cplusplus.com). tried to test the rowSwipeleft  
function mentioned in sample code file of stage-1  
submission.but it  
showed segmentation fault.

17 oct(9:30pm-11:15pm): We discussed about SRS , U  
ser manual and project report in lab and prepared  
a rough draft of them.

18 oct(2pm-4pm and 6-8pm): I again tried to execut  
e the 'rowswipeleft' function and fixed some erro  
r in previously  
written code and this time it executed correctly.  
then I wrote 'Swipeleft' function and tried to use  
'rand()' function to generate '2-s'  
at random positions . It executed correctly but ha  
d an issue the details of which are in samplecode.  
txt file.

week-3(20-26 october about 2-hours)

23 oct(9:00pm - 11:00pm):planned the furthur basic  
idea on how to go about coding 2048 (generating 2  
's and 4's at random positions)

week-4(27oct-2nov about 2-hours):attended the team  
meetings ran the project excluding graphics .

week-5(3nov-8nov about 3hours):tried to learn grap  
hics and ran the project with simple graphics

week-6(9-15nov about 7hours):

14nov(6-8pm):started working on grid options and in  
tegrating it with graphics.

15nov(12-03pm and 9to11pm):prepared game with grid  
options and ran it with my team mates.  
started planning for the auto-player of 2048

week-7(16-22nov about 13.5hours ):

16nov(12-03pm):prepared the first version of auto

player with only basic tactics. it was able to make no more than 256 as highest tile.

18nov(3-5pm and 8:30 to 10pm ):included some more instructions in auto player to tackle some more basic situations in the game.  
this version was able to make 512 and sometimes 1024 hightile also

19nov(11-12:30pm and 3to6pm):finally was I able to make my first 2048 hightile by improving the program step by step  
taking into consideration more and more situations.

21nov(9-10:30pm): wrote the virswipe(left,right, up and down)functions and completed virahanka 2048 by writing 'convirnums'  
function which shows whether two numbers given to it as parameters are consecutive virahanka numbers or not.

week-8(about 4hours):

23nov(9:30to11:30pm):putted all the things together with vishal and akash and ran the integrated project by linking our respective codes.

24nov(12:30to4:30pm):prepared the final project report and srs to be submitted.