

12/10/2014 GROUP MEETING

The group met at 5 at Hostel 5. Imran, Rakesh and I were familiar with Minesweeper. WE spent a few minutes teaching Rajkumar the game. After that we decided on the flow of control of the program and conceptualised the algorithm we would use.

We decided to have two levels. The easy level would have 64 tiles and 10 mines. The hard level would have 256 tiles and 40 mines.

A rough division of labour was agreed upon.. I was chosen to learn the graphics that would be required to make the program possible. Rakesh would start working on the code that would be executed when the player clicked on a tile containing a mine. Rajkumar would work on including a stopwatch for the program. Imran would work on the code that would be executed when a player clicks on a tile containing a zero.

The meeting lasted from 5 PM to around 6:15 PM

Today, my input was one hour and fifteen minutes

13/10/2014

I downloaded allegro 5 hoping to use it for our project. I tried installing it. There were errors and missing files. Stackoverflow and other sites were of some help. After three and a half hours, I stopped working on it and went for dinner.

On this day I worked from 5:45 PM to 9:15 PM

Today my input was three and a half hours.

14/10/2014

I learnt about the random function in cpp. I wrote a snippet of code that would help in placing mines on the game board when it would be generated. This took around half an hour.

On this day I worked from 4:45 PM to 5:20 PM.

Today my input was 35 minutes.

15/10/2014

I downloaded simplecpp and followed the instructions given in the readme file. Upon following the instructions, I could not compile any program using s++. I posted a question on piazza. Help was not forthcoming and when it came, it asked me to repeat the installation steps. In the end I asked a second year Btech student to help me to install it. He sent me certain commands for the installation. I executed the commands in the shell and I was able to compile using the terminal.

I then familiarized myself with simplecpp. I performed certain exercises for simplecpp. I drew a few basic shapes and a chessboard, which resembled a minesweeper board.

I also learnt about classes and objects. I used a YouTube series called Buckys programming. It was very useful.

I spent around three hours today doing all the above work.

16/10/2014 GROUP MEETING

On this day our group met in the lab. Imran showed his work. He had practically coded the entire program. He had created a game that would work on the terminal. He had, however, not included a function to generate a different function everytime. I told him that I had written a snippet for that and would include it in his program. If combined with that, the game would run on a terminal. Raajkumar had come up with a solution to keep track of time. Rakesh had came up with nothing. It did not matter since Imran had written the entire code on his own, including the part that Rakesh had to write. Imran spent an hour explaining to us how he had implemented the algorithm we had discussed in our previous meeting on the 12th of October. It was decided that I would be in charge of integrating the code with the simplecpp package.

The entire meeting lasted an hour. That was also my total input for the day.

17/10/2014

I included my code to generate a board randomly into the main program. I also created a source file for when the user chooses to play on the hard level. I modified the one Imran made so that it would be the source file for when the user chose to play on the easy level.

This took me twenty minutes in the evening.

18/10/2014

I spent an hour between 2 and 3 learning simplecpp. I could not get the buttons to work. Sometimes the system would take more than 20 seconds to respond to Mouse Button presses or Keyboard entries. I decided to use qt. I downloaded qt at 3:30PM. I then spent 2 hours learning Qt. I resumed learning Qt at 7. I spent another two hours doing it. Then from 9:30 PM to 00:30 AM I learnt Qt some more. Today my input was 8 hours.

19/10/2014

I spent two hours between 2:30PM and 4:30PM learning Qt. I tried making buttons which open new windows. Then, between 6 and 9 PM I wrote the SRS, Project Report and User Manual. I also collected everyone's diaries and converted them to pdf.

Today my input was five hours.

In all my input do far has been 22 hours and 40 minutes. However, of this time I only spent 6 hours and 5 minutes doing things that would be relevant to the stage 1 of the project. The remaining time was spent learning graphics.

Both the fiures above include 2 hours and 15 minutes of team meetings.

22/10/2014

At 1:30PM, Imran and I began to discuss a bug that I had come across. Imran looked at the code and by 2 PM, we found the bug. Before fixing the bug, sometimes when we opened a new cell on the final column, the first cell of the next row would also open. Imran noticed that there was an error in the function that flipped the cells open and displayed their contents. I also showed Imran how simplecpp was and how irritating learning Qt was.

The team met at three to discuss what needed to be done in the remainder of the project. I was responsible for the graphics as before. I would recruit Imran's help when necessary. Rakesh and Raj would be responsible for integrating the code that we had written with a timer. They would also be responsible for writing the code that would store and display high scores. The meeting lasted twenty minutes.

At six I began learning OpenGL. I found some useful resources//instructions on the CSE department's website itself. I also found a lot of documentation and literature and well written tutorials online. One such guide was www.glprogramming.com. I learnt OpenGL till 8. Then I resumed learning at 9:30PM.

Today my input was a 4 hours and twenty minutes. This includes twenty minutes that were spent during the team' meeting.

18/11/2014

I had a discussion with Imran. I told him that I would not be able to produce the necessary GUI. I had given up hope of being able to produce one. It was decided that we will produce a good minesweeper game that can run on the terminal itself. We decided to include some functionality such as timing the players and storing high scores.

At 3:30 P.M. we sat and looked at our code. We modified it so that the display would resemble a grid. We also fixed a few bugs and discovered some more. We added plenty of comments to our code. We ceased working at 5:30 P.M.

I resumed work alone in my room at 10:30. I saw the videos regarding file handling. By 11:30, I had written code to store high scores on text files.

My total input for the day was 3 hours.

23/11/2014

The team met at 4 P.M. . We reviewed and evaluated each other's work. The meeting ended in 20 minutes.

20 minutes was my input for the day.

24/11/2014

From 6:30 P.M. to 8:30 P.M. , I improved the program by taking off some rough edges.

From 8:30 P.M. to 11:30 P.M., I completed the required documentation for the project.

My input for the day was 5 hours.