

DATE-10/10/2014

Surya and I met in the hostel to discuss on the topic of our project. After putting forward some topics like Mineral identification, minesweeper game , etc , we finally opted to do our project on the game minesweeper.

DATE-12/10/2014

The group met at 5pm at Hostel 5.

We discussed the algorithm of the game. Work divided between each member.

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

DATE-13/10/2014

I started some coding in code blocks. I placed mines at some tiles and made code to give numbers to surrounding tiles around the mine.

DATE-14/10/2014

Further coding done, like, to show mines when clicked on mine, to show all zeros when clicked on zero.

DATE-15/10/2014

I edited my programme. And added some more functions. And completed my part.

DATE-16/10/2014

On this day our group met in the lab. I showed my work to all. I explained to all about my Program . I did not added the function to generate random mine Surya told he will do this. My program was not using graphics. Surya told he will integrate my program with graphics.

DATE-22/10/14

Today I and Surya spent one hour to find the bug in the earlier program , bug was causing the unnecessary openings of the grids.

Today , we had group meeting . In meeting outline of menu options and flow of program were discussed.

DATE-25/10/14

Today I worked on clock() function in the program to calculate time.

DATE-26/10/14

I made the printTittle() function to print the tittle of the program and also worked on the wining condition.

DATE-28/10/14

I do some changes in the program.

DATE-30/10/14

In the lab I worked out to find out a bug in the program.

DATE-18/11/14

Today I and Surya spent 2 hours to find a bug in the program and also worked on grid pattern.

DATE-19/11/14

Today some editing in the program was done.

DATE-23/11/14

Today I worked on menu option , I modified some option and also added new option.

DATE-24/11/14

Today I worked on printTittle() function and modified it . And Today I came to know about "rlutile.h."
By using this I introduced colours in our game.