A) 9 October,2014 Thursady(2 hours): Me,Kapil,naay,Lalit
1) All the team members met and decided on the topic of the project.
2) All the ideas were consolidated.
3) Inference was that the topic of the project would be GAMING ARCADE linked with ACCOUNT MANAGEMENT SYSTEM.
4) The team leader was decided as NAAY

B) 10 October,2014 Friday(5 hours): Me,Kapil,naay,Lalit; I and Lalit left after some time
1) All team members met after evening snacks(6pm)
2) We all started thinking about the algorithm which we would use in coding minesweeper game
3) We played minesweeper number of times to figure out correct set of rules
4) We decided that we would use keyboard initially as medium of interface
5) We divided task of making the game into number of different functions and figured out that we would require to maintain four different arrays
6) As I and LALIT had little knowledge of functions and arrays they left us within an hour to study lecture notes of relevant topics

C) 13 October,2014 Monday(3.5hours): Me, Kapil,naay,Lalit
1) We had our lab session where naay AND KAPIL worked on debugging uncover function
2) LALIT & I were trying to search for bugs in working functions
3) naay and KAPIL decided to use concept of recursive functions
4) We divided ourselves into two groups dividing the work among us:
   a) I and naay: Writing code for ACCOUNT MANAGEMENT SYSTEM using concepts of DATA FILE HANDLING
   b) Kapil and Lalit: Study and try to implement GRAPHICS in our game

D) 18 October,2014 Saturday
1) KAPIL AND LALIT(2 hours): View videos in youtube about SFML and tried using it but was not successful in understanding videos
2) NAAY(10 hours): I found out an algorithm and wrote the code for ACCOUNT MANGEMENT SYSTEM using Object Oriented Programming (declared class ACCOUNT) and concepts of DATA FILE HANDLING. I wrote about 350-400 lines of working code that day.
3) I(3hours): i came to meet him in between while he was working. As i still was not thorough with functions and 2d arrays i listened to lecture videos again. naay then explained me of few concepts in DATA FILE HANDLING.

E) 20 October,2014 Monday(lab session):
1) Debugging the program made so far for any errors and learning basic features of simplecpp.

F) 21 October,2014 Tuesday:

Team meet for 2 hours. Work for Diwali vacation :

Naay: installing and learning simplecpp: On 24 October tried installing simplecpp for 2hr from cse site repeatedly but was unsuccessful as on running any sample program following error message came: "graphics.h" header file does not exist.

Kapil: Made Sudoku autosolver for 6 hrs on 23 October. The program had many bugs.

Pintu and Lalit: Finding bugs in code made so far for 2 hrs on 24 October.

G) 28 October,2014 Tuesday:

1) All team members met for 2hrs. After discussing with our friends we finalized to use SFML library. I and Lalit told us of bugs that were coming up in the Account management system and minesweeper.

H) 3 November, 2014 Monday

1) We decided to use concepts of object oriented programming for the game of minesweeper. We decided to do rest of the project work after end semester exams.

I) 17 November, 2014:

1) Naay dropped idea of making grid. Instead thought of making icons and loading them on the window appropriately. Worked in depth on it(6hrs). I helped me in desigining icons

J) 19 November, 2014:

1) Naay linked 7up 7down game made to the account management system.(2hrs)

K) 23 November, 2014:

L) 24 November, 2014:

1) Naay linked the code of Sudoku autosolver with the gaming arcade code. Also made the updated srs document, project report and user draft manual. Made updated soft copy of consolidated diaries(6 hrs)
2) All team members helped Naay make consolidated diaries(2 hrs)