DATE	TIME	DURATION/PLACE	MEMBERS PRESENT & WORK	DISCUSSION	DECISION TAKEN
14-10-2014 Monday	10-12AM	2hrs (Am,Ar,Sh) 15B 401 (Amiya's Room)	AMIYA Researched about algorithms regarding gameplay and observed the gameplay of proposed strategy & suggested improvisation on technique to make it more accurate and decisive, explored limitations of Code:Blocks , Set a framework for future work , brief search on libraries required SHASHIKANTH Tried out the algorithm suggested by competing against it and check out various counter moves to spot the fallacies in the strategy ARUNABH Played as dummy computer implementing the proposed algorithm for A.I player for 1 player mode. Tried out improvising it during gameplay at points where dead ends were encountered	1. Regarding the Grid Size 2. To do 1 Player or Not 3. To do Move Suggestor or 1 player 4. Stage 1 submission 5. Tentative Future plan 6. Possible methods to implement A.I for the 1-Player mode	Something smaller or equal to 6*9 More Research needed Preferred 1 Player over move suggestor Diary and Discussion Log format Try to finish majority of project before Stage1 submission such that no difference in the documents submitted in Stage1 and the working model of Stage 2 More Research needed
16-10-2014 Wednesday	8-9PM 9-12PM	1 HR (Am) 3 HRS (Am,Ar)	AMIYA Coded the main(), ColourChoice()	1. Alogrithm and control flow of the program	Decided a rough and start algorithm

Date	Time	Duration / Place	Work Done	Discussion	Results
		15B 401 (Amiya's Room)	Coded the main() ,ColourChoice() , Gameplay() (partially) and the Move() functions. ARUNABH Suggested improvements in the algorithm. Suggested replacement of High scores by Previous results. Gave further insight on possible 1-player implementation	2. Possible variations in the game 3. Ways of implementing a cleaner code 4. Possible troubles in various methods 5. Future plan	2-3 ideas which we might implement later Improved the algorithm
17-10-2014 Friday	1015-1130 PM	~1 HR (Am,Ar,Sh) OSL (MATHS DEPT.)	AMIYA Researched about the SDL libraries ARUNABH Discussed some aspects of the game SHASHIKANTH Discussed some aspects of the game	1. Graphic Libraries 2. Algorithms	Chose SDL libraries for graphics Nothing special
18-10-2014 Saturday	5-8PM 9-11PM 11-130AM	3 HRS (Am, Ar) 2 HRS (Am,Ar) 2.5 HRS (Am,Ar,Sh) 15B 401 (Amiya's Room)	AMIYA Wrote the srs, went through documentation of the grpahic libraries ARUNABH researched about SRS from different sources and forumlated a framework to write it SHASHIKANTH Helped with SRS, Project report	1. Graphic Implementation 2. Other floating ideas like mouse implementation	Learnt some features of SDL. Decided to focus on them after Stage 1

Date	Time	Hours	Work Done	Problems	Remarks
19-10-2014 Sunday	11-1PM 2-4PM 6-830PM 830-930 PM	2 HRS (Am,Ar,Sh) 2 HRS (Am,Ar,Sh) 2.5 HRS (Am , Ar) 1hr (Am,Ar,Sh) 15B 401 (Amiya's Room)	**AMIYA** Proof-read the project report and the user manual . Went through documentation of the graphic libraries . Made the flowchart for the project report . Completed the sample code. Completed entries of the team diary and readied the final submisison **ARUNABH** Proof-read the srs . Wrote the project report . Wrote the user manual and gave a final proof read to all making sure each of them is concise and polished. Suggested good insights into possible 1-player implementation **SHASHIKANTH** Helped with SRS, Project report	1. Graphic Implementation 2. Improvement in Algorithm	Learnt some features of SDL. Relook at the algorithm and implement SDL soon
			STAGE 2 BEGINS		
18-11-2014 Tuesday	10-12pm 2-4pm 10-12am	6hrs (Am)	**AMIYA** Revised the grpahics tutorials and start coding the graphical elements of the program		
19-11-2014 Wednesday	10-12pm 2-7pm 10-12am	2hrs (Am,Ar) 5hrs(Am,Ar,Sh) 2 hrs (AM)	**AMIYA** Coded the graphical part **ARUNABH**		

			Discussed some graphics and coded Blast() SHASHIKANTH Made the mainscreen
20-11-2014 Thursday	10-12pm 1pm-7pm	2hrs(Am) 6 Hrs(Am,Ar)	AMIYA Continued with Graphical Part ARUNABH Wrote a possible code to implement 1-Player
21-11-2014 Friday	10am -2pm 4pm-7pm	4hrs(Am,Ar) 3hrs(Am,Ar,Sh)	AMIYA Wrote the Non-graphical algorithm of the game ARUNABH Completed his 1-player code and discussed it SHASHIKANTH Proof-read , executed and tried the algo by Amiya
23-11-2014 Sunday	3pm-1am	8hrs (Am) 6hrs(Ar) 4hrs (Sh)	AMIYA Completed the basic integration of the non grpahical part with the graphics ARUNABH Improved the blast() function and debuuged Amiya's one player code. Debugged the final code along with Shashikanth SHASHIKANTH Coded the checkWin(), TurnPrinter(),GameOver(), debugged

| 24-11-2014 Monday | 11am-11pm | 8hrs(Am,Ar,Sh) | the final code along with Arunabh

Final Touches were given. Amiya attempted at 1-Player after discussions with Arunabh . However some problems were encountered. Arunabh , Amiya and | | |