Date	Event
7th October 2014	Decided about which project to be taken. I checked the cs website and finally decided to make chain reaction game.
10th October 2014	I asked seniors and TA's to suggest ways to create graphic effects in the game.
11th October 2014	We searched a lot of websites and finally decided to use SDL as the graphics library.
14th October 2014	We learnt SDL and started graphic programming. I downloaded various images from internet and also made the void function chain.
18th October 2014	I prepared project report and found out errors in the game.Collective effort was made to improve and finalize SRS document, user manual, and project report.
21st October 2014	Discussed about how to develop the project further and to include artificial intelligence further.
4th November 2014	I along with my teammates tried to install SDL in linux but we failed.
17th November 2014	I suggested an algorithm to include artificial intelligence in the game and finally decided to use iterations to apply artificial intelligence.
19th November 2014	I suggested to use powers in the game. I used multithreading to insert powers in the game.
20th November 2014	Ratanjot suggested to remove global variables from the game and hence remove multithreading.
21st November 2014	I removed global variables and hence multithreading from the game. But I managed to insert powers in the game. I realized that the in 3 player or 4 player mode, there was a problem that if a certain player has lost all the balls then he would not get chance to play again. I along with Satyendra worked on check function to check the condition if a player has won the game

22nd November 2014

I updated the check function.The problem with 3 player and 4 player mode is solved. I also designed the new function 'chain2' to meet the requirements of four player mode and also to make some corrections in the previous code.

23rd November 2014

I updated the chain2 function such that before performing any chain reaction it would first check that if a certain player has already won the game and if this is the case then chain will stop and hence there will be no infinite loops. Hence check function was introduced in the chain2 function.

24th November 2014

I corrected some minor errors in the game along with my team mates.