

Date

Event

7th October 2014

We decided which project to be taken. We were more interested in the gaming project and found our area of interest in the game prescription in the cs website named as Chain Reaction.

10th October 2014

We asked seniors and TAs to share their ideas about the project. Finally I suggested to use SDL (Simple DirectMedia Layer) as the graphics library for the project.

11th October 2014

We decided to introduce functions in the project. I came up with the idea of moving cursor so worked on the function associated with it.

14th October 2014

I went to all the basics of SDL and discussed and started the graphic programming based on the application of the SDL.

18th October 2014

I and Satyendra prepared user manual for the game. I and Aakash found out errors in the game and corrected.

21st October 2014

We discussed the project further and discussed about the artificial intelligence to be introduced in the game. I discussed the logistics of artificial intelligence with the team.

4th November 2014

We tried to introduce SDL in Linux in the Lab computer but failed even googled websites on how to introduce SDL in code blocks in Linux.

17th November 2014

Thorough discussion of artificial intelligence took place for 2 hours and Aakash worked out the algorithm for the artificial intelligence.

19th November 2014

Aakash suggested to use powers in the game. We collectively decided to include three powers. We used multithreading in SDL to make the powers

20th November 2014

I suggested to introduce variable maze size.

21st November 2014

I did the work to make show function to show the mouse pointer in the game.

Ratanjot and I worked on extending the number of players to four. The game worked fine with four players. But it was 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.

22nd November 2014

Finally worked out the problem for 3 or 4 player mode.

23rd November 2014

Worked on the errors in the game along with the teammates and removed the errors.

24th November 2014

I and Satyendra prepared updated user manual for the game.