

Date

Event

7th October 2014

Decided about which project to be taken. We went through various projects in CS 101 website and googled to know more about various objects. Finally came to the conclusion to make chain reaction game.

10th October 2014

Knowing that graphics are most important for our project therefore searched various ways to include graphics in the game. Asked TAs to share their ideas about the project. Finally decided to use SDL (Simple DirectMedia Layer) as the graphics library for the project.

11th October 2014

Googled for SDL and start learning it from Lazy foo Tutorials .

Discussed about the basic framework of project.

14th October 2014

I prepare SRS document by searching through various SRS available on web. Used index of a library management SRS as our document index by editing/modifying it.

18th October 2014

Modified SRS document .

21st October 2014

Finalized all required documents collectively with team.

4th November 2014

learn SDL . Team divided code in several pieces ,I was allotted to extend game to multi-player.

17th November 2014

learn SDL .

Discussed about artificial intelligence.

19th November 2014

Write some code for multiplayer but give error in some expects.

20th November 2014

Aakash and I corrected the written code. Learnt how to add music in game from lazy foo tutorials.

21st November 2014

I and Satyendra made the grid size variable.

22nd November 2014

Ashwin and I make the code(multiplayer) better .

23rd November 2014

I was given a function to update the screen. Written some code for the function.

24th November 2014

Code for game was almost done. Added alpha blending. Review the code . Understand whole code.

We added the replay option in the game. We also found minor errors and finalized the project. We updated the user manual and SRS document. Laptop's speakers were defaulted so decided not to add music.

Time Spent

2hrs

1.5hrs

1hr

3 hrs

2.5-3hrs

1.5-2hrs

2hr

2hr

1.5hr

1hr/wholenight

2-2.5hrs

3hrs

5hrs

6hrs