

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

Searched various ways to include graphics in the game. We tried to integrate allegro with CODEBLOCKS but failed. Asked seniors and TAs to share their ideas about the project. Finally Ashwin suggested to use SDL (Simple DirectMedia Layer) as the graphics library for the project.

11th October 2014

We googled for SDL and Aakash Praliya found out website named Lazy foo Tutorial which contained tutorials to learn SDL. We discussed about the basic framework of project. We discussed about which functions to include in the project. Satyendra prepared timetable for team meeting.

14th October 2014

We learnt SDL and started graphic programming. Ratanjot prepared SRS document. We also searched google to download image files required in the game. Basic framework of the project was complete. Ratanjot added keyboard controls in the game. Aakash made the void function chain in c++ which executed chain reaction in the game.

18th October 2014

Ashwin and Satyendra prepared user manual for the game. Ashwin and Aakash found out errors in the game and corrected. Aakash prepared project report. 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. Satyendra suggested sound effects to be used in the game. We also discussed to include artificial intelligence in the program.

4th November 2014

We tried to install SDL in Linux. We googled through various sites to include SDL in the Code Blocks of lab computer but ultimately failed.

17th November 2014

Aakash suggested an algorithm for artificial intelligence. We discussed two hours about how to implement the algorithm in the game and finally decided to use iterations to make the Artificial intelligence work.

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 work. We made efforts to extend the number of players to 4.

20th November 2014

We introduced many global variables to do multithreading. However Ratanjot suggested that using global variables is a bad programming practice and hence they should be removed.

Ashwin suggested to introduce variable maze size.

21st November 2014

Aakash removed global variables and hence multithreading from the game. However he managed to insert powers in the game. Ratanjot and Satyendra made the grid size variable.

Ashwin was assigned the work to make show function to show the mouse pointer in the game.

Ratanjot and Ashwin 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. Satyendra and Aakash worked on check function to check the condition if a player has won the game

22nd November 2014

Ratanjot updated the show2 function to meet the requirements of 4 player mode.

Aakash updated the check function. The check function would now check if a certain player has lost during the game. Further changes were made in the code to ensure that the problem with 3 player and 4 player mode is solved. Aakash also designed the new function 'chain2' to meet the requirements of four player mode and also to make some corrections in the previous code.

There was a problem felt in show function as it was not updating the screen as required. Therefore dynamic storage of screen was used to improve the show function.

23rd November 2014

A problem was detected in the game that sometimes in certain situations there happened infinite chain reactions due to which program crashed. This problem was solved by updating 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

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.