

Date

Event

We decided about the gaming project chain reaction.

7th October 2014

We all tried to include graphics in CODEBLOCKS but unable to do. Then we discussed about this with our TA.

10th October 2014

Akash found a site naming LAZY FOO for including graphics in code blocks. After that we decided which functions we are going to include in our game. Also I prepared timetable for team meeting.

11th October 2014

We included SDL library in CODE BLOCKS and download all the required pictures which are going to be used in our game.

14th October 2014

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

All the works are almost done. I and Ashwin prepared user manual for the game. Aakash prepared project report. Collective effort was made to improve and finalize SRS document, user manual, and project report.

21st October 2014

We discussed about further development of game. About AI, four players game and starting and exiting pannels. I also suggested about sound effects.

4th November 2014

We tried to include SDL library in CODE BLOCKS of linux but unable to do that.

17th November 2014

Aakash got an idea for AI, then we all decided that he will be going to made that code.

19th November 2014

We all decided to make our game for four players. And it was also decided to include some powers in game to make it interesting.

20th November 2014

Aakash made use of global variables for multi threading for powers. But Ratan avoided us to do that than Aakash removed all of them but still some how managed to include powers.

21st November 2014

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. I 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. We also made the check function to work finely. Aakash also designed the new function 'chain2' to meet the requirements of four player mode. Ashwin updated the show function.

23rd November 2014

Aakash and me removed the problem arising of infinite chain with the help of check function. And we also removed some small errors and prepared the start-end screen of the game.

24th November 2014

We added undo option in our game. And prepared the required documents.