

STAGE II-DIARY

-Utkarsh Gautam

-Arushi Bansal

-Surbhi Sahu

-Anay Tripathi

24oct

We tried studying multi-threading as suggested by our TA's. Didn't get much out of it.

26oct

We started learning graphics from Prof. Ranade's book. Thought more over implementation of our algorithm.

30oct

Lab session. Tried to learn 'fork' from our TA.

3nov

Lab session. After advice from our Professor who told us that there is no need to learn multi-threading, as simplecpp would solve our purpose, dropped the idea of using simplecpp. Endsems post this.

NO TEAM MEETINGS WERE HELD TILL 15TH NOVEMBER, TO LET EVERYONE FOCUS ON ENDSEMS.

16nov

Planned out work schedule for the rest of the week. We decided to learn Simplecpp from Prof. Ranade's lectures and start coding as soon as possible.

17nov

Team meeting was held and we discussed about simplecpp and cleared each other's existing doubt on it. We discussed about how to implement simplecpp. **The major problem that snake should move according to instruction given by user at any point of time was solved by event and checkEvent function.**

18nov

Team started writing code.

We started writing parallel codes and the one debugged earlier and the better one was considered.

Me and Arushi made functions for movements of the snake.

Code wasn't successful enough.

Anay stopped visiting team meetings.

19nov

My code was debugged earlier than Arushi's one. It was considered.

Had a team meeting with TA Prasanth. We showed him the code. He helped in some manner but still code wasn't proper enough to make snake move.

20nov

I showed my code to Arushi. Our great debugger, debugged my code accurately and finally snake moved according to command entered by us.

Next gave the responsibility to Surbhi and Anay to design the mazes.

Arushi and I worked on game window and food part of the snake respectively.

21nov

Designed the whole layout of the game. Each menu, choose maze, choose level was designed by me.

Arushi got code for food.

Surbhi's and Anay's code for mazes was considered.

Arushi wrote the code for check functions required to check collision and food.

I Wrote code for increment of length of snake with Arushi. It didn't work out. Arushi debugged it, I debugged it but nothing helped.

24nov

Met our TA for increment of length function and increase of length. A suggestion from my friend that, mazes aren't displayed because "class rectangle wasn't inherited in it class of mazes."

Googled about error shown in program. Inherited class Rectangle but multiple inheritance was the new problem.

Prasanth didn't felt good about inheritance of classes so we dropped the idea.

Further debugging and help from Prasanth made increment of length possible .But many new unsolved problems remained.