

Project Diary

Stage II

Name: Anay Tripathi

Roll no. :140020094

Slot :11

Group:14

- 30 October - 5 November 2014

I worked on Mazes for our game (work given to me) , using "windows.h" as my team member told me that we could use it to make our program.

- 7 November 2014

#Venue:-OSL Lab
#Timings:-8:15P.M-10:00P.M

Worked with Utkarsh in lab on different aspects of game. We had a brief discussion on the functions that can be used in "windows.h" and other functions related to movement of snake.

- 16 November 2014

#Venue:-Hostel 15 Mess

#Timings:- 11:00 P.M

Our team had another meet to discuss our work on our game. I showed my work to the other team members. I was told that the team had decided before endsems that we wouldn't be using "windows.h" , instead we would use <simplecpp>

- **17 November 2014**

#Timings:-1:00A.M -5:00A.M

As suggested by my team members, watched lectures on graphics by Professor A. Ranade on graphics and simplecpp on CS101 website.

#Venue:- Hostel 15 Mess

#Timings:-11:30P.M

Discussed on the basic design of the mazes and that is going to be done. This was going to be my work.

- **18 November -19 November 2014**

I was out of station due to some personal reasons but still I worked on my part of the game. I completed part of maze which

I was given and sent it to Utkarsh.