# Project Diary

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Batch: 322

## 3/10/2011

The topic of the project was decided to be carrom instead of ludo. A crude division was made where the team was divided into two teams one handling graphics and one handling the mechanics of the game. This was dropped later on into the project.

## 4/10/2011 (9:00-12:00,19:00-20:00)

An attempted installation of Ubuntu 11.04 “Natty Narhwal”. Installed the 64 bit version of the operating system which unknown to me at the time does not run EzWindows.

## 8/10/2011 (9:30-11:30)

A reinstallation of Ubuntu this time with the 32 bit version along with the installation of the libx11-dev library helped me use most of the features of EzWindows save for the sections of the library that utilize bitmaps in xpm format.

## 12/10/2011 (20:30-12:30)

The division of work was finalized with the team being split into five groups with each group handling distinct parts of the program. A basic algorithm involving how the program would work was formulated. I was placed into the input part of the program.

## 15/10/2011 (9:30-1:00)

I familiarized myself with basic commands on Ubuntu including the usage of the “sudo” prefix and editing files which require root permission. I did a read through of the functions provided by EzWindows. The mousecallback function and timercallback functions were read about.

## 19/10/2011 (8:30-11:00)

An attempt at creating the minigame that sets the power with which the striker is to be struck. This involved a rapidly moving rectangle created by the Ashish whose movement was to be stopped by the clicking of the mouse. The mouse click call back function did not register the click and the movement was not stopped. An attempt to help by our teaching assistant lead to the implementation of threading which did not resolve the problem. Then the possibility of an alternate graphics library was considered for the first time (OpenGL). This idea was dropped because of the complexity involved in the library.

## 21/10/2011 (9:30-12:30)

This day was spent writing the spent writing the SRS to be submitted on the next day. It was written based on the SRSs of the previous batch’s projects and with information from Wikipedia. The scoring system was chosen but did not get implemented due to a lack of time. The method of input too was changed after this SRS was written changing from the mini-game. The SRS was then circulated amongst the other members of the team to make any modifications that they see fit.

## 31/10/2011 (21:00-21:30)

No work was accomplished in the last 10 days as a result of the Diwali vacations where everyone left for their vacations. Decided to use a model where a window with two bars representing power and position and a semicircle representing direction were chosen for the user to click in. The user can click in either one of these to determine the value of the corresponding variable. This idea was later modified by the other members of the team.

## 2/11/2011 (20:30-23:00)

I wrote the basic code for the input with no syntax errors but with bugs which did not allow the user to select the direction and some other bugs like the mainscreen() not even displaying.

## 6/11/2011 (Time unknown)

I debugged and fixed the glitches in the input before submission to the team leader who modified and included it into the main program while fixing bugs involved with it’s inclusion.

## 9/11/2011 (20:30-23:00)

This was the final lab session we had where we debugged the finer aspects of the program but encountered the error of the disappearing coins.

## 10/11/2011 (18:00-1:00 with breaks for dinner)

More attempts at debugging the program we fixed minor bugs but not the one that made the coins disappear. I attempted the implementation of structures in the program for a cleaner understanding of the program and the coins as individual entities. After the port of the whole program to one that uses structures, I found that the program does not execute but hangs instead. I also attempted the implementation of a graphical library called allegro which was more capable than the one we were using currently but the reading of the documentation lead the fact that it was too late to rewrite and whole program redefining the functions to suit allegro.

## 12/11/2011 (9:30-12:30)

Today was spent in modifying the past SRS to include updated functions and deleting the bits that weren’t valid anymore like the implementation of the old input. The hard copy of my diary was copied onto this document.

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