**BATCH NO:33**

**Individual Report by**: PALLI ASHISH, 100050053

**GROUP**: 1.KUMAR PALLAV

2.PALLI ASHISH

3.AKSHAY GODARA

4.AMAN MANGAL

**REPORT**:

**1.**Participated in the team meet held on 12.10.2010(Tuesday):

A team meet was held on 12.10.2010 at PCSA auditorium at 5pm in which all the members participated. The meeting went on for about half an hour. We discussed the free time available to each members so that we could all meet regularly. We then decided that we would read all the project ideas and then have a voting in the next meeting. A new facebook group named batch 33 was formed so that we could be in touch with each other.

**2.** Participated in the second team meet held on 12.10.2010(Tuesday):

A second team meet was held on 12.10.2010 at NSL at 10pm. The meeting was held to finalise the project. A voting was done and all the members voted for 3 projects each. On that basis ,the project snakes ,which got maximum votes ,was finalised. Then we all sat together in NSL and read the project snakes again and discussed regarding how we would proceed further. We decided that 1 group would be working on the GUI and the other 2 teams would be working on the main program and algorithm. I was in the team working on the program and the algorithm.

**3.**Participated in the discussion with the lab TA on 13.10.10.2010(Wednesday):

A discussion was held with our lab TA on 14.10.2010 at OSL during lab regarding our project. He gave us ideas on how to start working, the various difficulties that we would probably be facing during the project. He also advised us to finish the project as soon as possible so that we don’t have problems during the final compilation.

**4.** 15.10.2010(Friday 9pm to 10pm):

Read about the random number generation using the function rand which would be used in generating fruits and walls randomly in the game. Also read about the usage of cassert library.

**5.** 16.10.2010(Saturday 7pm to 7.30pm):

Read about the EZ windows library and the ways to generate a simple window and bitmap images using that library.

**4.** 17.10.2010(Sunday 5pm to 7pm):

Read about the time functions in ctime library to control speed during the snake movement. Read about functions like clock ,time, usleep etc.

**5.** 18.10.2010(Monday 10pm to 12pm):

Made an outline of the program with Pallav and Pulkit which contained all the functions to be made. Read about how to take input from player using mouse and keyboard. Found that taking input from keyboard keys was difficult as there were not adequate functions available in c++ for linux. So we decided to take the input from mouse. Read about the mouse click events and call back functions in ez windows.

# REPORT(20 OCTOBER TO 24 OCTOBER)

20 OCTOBER: team discussion on the movement of snake. We discussed regarding how to store the co-ordinates of snake in an array, functions for the movement of the snake and how to turn the snake.

21 OCTOBER: wrote the function timer click and play game with the team mates.

22 OCTOBER: wrote the function check .

23 OCTOBER: wrote comments for the functions written by me.

24 OCTOBER: participated in the batch meet. Found out some logical mistakes and made corrections.

# REPORT (27 OCTOBER TO 4 NOVEMBER)

* Wrote the functions regardimg handleBonusFruit, addScore and high scores with team mates.
* Discussed regarding implementing new features like more lives and speed of snake at different levels
* Helped in writing integer to string conversion functions and storage of high scores using files
* Discussed the implementation of the main menu
* Wrote the function for comparing present score with five highest scores

# REPORT (5 NOVEMBER TO 10 NOVEMBER)

* Integrated the functions written by us in the main program
* Helped in debugging and checking in the final program
* Did the commenting and documentation of the main program
* Helped in removing few errors during the final compilation
* Read the functions written by various teams and understood them