

Individual Project Diary

Name : *Kumar Pallav*

Roll No. : *100050046*

Batch : *33*

Team : *1*

Week 1 (12th October to 19th October)

- *12th October:* Started working with GUI in C++. Team Interaction to decide on the project idea. Shared my views in favor of "Snake" and "Virus Population Simulation".
- *13th October:* Discussion with TA on feasibility of the projects. "Snake" finally decided. Worked on the basic outline for the game.
- *14th October:* Learnt and practiced GUI in c++ using EzWindows. Looked up codes online for basic gaming. Made the facebook group. I was chosen the team leader.
- *17th October:* Workload was divided. I then planned out a program skeleton. Wrote all different member functions and other global variables.
- *18th October:* Learnt about various delay functions. Tried various delay codes. Learnt about mouse events and applications.

Week 2 (20th October to 24th October)

- *20th October :* As a team leader I distributed the work among my team members and explained them about what we have to do.
- *21st October :* Worked on timer click function (which function to call and when) and helped team members to work on check function.
- *22nd October :* Worked on the mouse click function and checked it was working.
- *23rd October :* Arranged all the functions written till now in the program and checked to find that the game was working well.
- *24th October :* Worked on documentation of the project with all team leaders.

Week 3 (25th October to 2nd November)

- Worked on finnish of the game, change of levels
- Discussed and planned out the main menu structures with batch mates

- Integrated the scoring system as done by Aman Mangal
- Developed the scoring pane along with Team 2
- Mazes were decided and arranged according to the difficulty (done with the team mates)
- Diwali Holidays

Week 4 (2nd November to 9th November)

- Mazes integrated with the main program
- Concept of multiple lives discussed
- Implemented the ideas on multiple lives
- Integrated the main menu with the main program.
- Integrated the Highscores code
- Worked with the documentation team
- Tested and debugged the game.