

BATTLE REVERSI

CS101
IIT BOMBAY
AUTUMN 2014



TEAM MEMBERS:

HIMANSHU DENGRE
ARVIND SHANKARA P S
ZULFIQAR ALI
AAKASH KUMAR

PROJECT DIARY

MEET 1:

DATE:07-10-14

VENUE:H-15,MESS

TIME:3+2 HOURS

DESCRIPTION:

In this meet we took each members suggestion on which project to choose and came with the following five projects.

1)chess

2)reversi

3)minesweeper

4)virtual stock market

5)snake & ladder

considering all constraints and challenges we decided to opt for the game REVERSI because of the great learning possibilities.the project was selected with general consensus & was agreed upon by all members.

MEET 2:

DATE:14-10-14

VENUE:NSL

TIME:2.5 HOURS

DESCRIPTION:In this meet we considered all the roadblocks in the projects. making it for a single player will quite be a challenge and so we talked at length about it.we also discussed about making the game more competitive in single player mode .

MEET 3:

DATE:15-10

VENUE:H-15 MESS

TIME: 2 HOURS

DESCRIPTION:In this meet works were assigned to each team members.

Aravind was given the task of coding, Himanshu was to do file handling and zulfiqar was assigned the work of graphics.Aakash was'nt present for the meet.

MEET 4:

DATE:19-10

VENUE:H-15 MESS

TIME: 6 HOURS

DESCRIPTION:

For stage 1 submission, Arvind was given the task of preparing the algorithm and writing sample code ,zulfiqar wrote project report and SRS document and himanshu prepared the project diary.Aakash wasn't present for the meet.

MEET 5:

DATE:25-10

VENUE: H-15 B. ROOM 801

TIME:2 HOURS

DESCRIPTION:

This was the first meet after stage 1. Work was divided between different members. zulfiqar was to do the work of graphics.arvind was to do main coding.himanshu was given the work of writing function to save the game while aakash was to think about aspects to make the game interesting.

MEET 6:

DATE: 30-10

VENUE:H-15 MESS

TIME:3 HOURS

DESCRIPTION:

Arvind had started writing codes and zulfiqar was learning to use allegro . Himanshu had written some functions on saving but had errors..

MEET 7:

DATE :15-11

VENUE:H-15 MESS

TIME: 4 HOURS

DESCRIPTION:

We had not achieved much success and were having problems in saving the game .much of the code was still to be done. so considering time constraints we decided to drop several features including saving game and difficulty level.the idea of including allegro library was dropped and decided to use simple cpp for graphics.

MEET 8:

DATE:24-11

VENUE:ZULFIQAR'S ROOM

TIME:8 HOURS

DESCRIPTION:

arvind did the most of coding.. zulfiqar did with graphics while himanshu wrote the project diary.

