

Date: 19/11/14  
Sharang's Diary

1430 - Started working on developing the hex version of 2048

1630 - Developed the basic design and functions for storing coordinates of empty cells. Also developed the rand generator

1630 to 1830- Broke for tea

1830- Worked on the collapse+merge function. Tried to combine both of these in a same function.

1830-2030- Did some real brainstorming. Chalked out various possible permutations of achieving the said function

2030 to 2215 Dinner

2230- Still working on it.....

Date: 20/11/14

0030- Finally achieved it. Got the collapse+merge function in left and right direction (After debugging for quite some time!)

0130- Worked on the collapse+merge function along the diagonals. Really exhausting and futile!

0300- Finally, achieved merging in all 6 directions after 12 hours. Will work on invalid checker in the morning.

Date: 20/11/14

1630- Made the Invalid Move Checker for Hex.

1730- Caught up with group. Discussed further ideas and areas of improvement.

Date: 21/11/14

1630- Looked at some graphic packages. Tried implementing some code. Alas, proved to be too little too late.

Futile Exercise! Decided against using graphics, finally.

1900- Built score keeper for Hex. Improved on the display of over primary 2048.

Improved on user interface (keyboard commands taken sans 'ENTER' key)

2200- Worked on debugging Amal's code.

2300- Debugged successfully

Date: 22/11/14

0000- Started working on 'saved game' (courtesy rasesh's idea)

0100- Viewed lectures on Handling Files

0130- Practiced some rough file saving programs before going into the main program

0240- Was able to create the saved function. Tested successfully. Array is stored as integers in "SAVED GAME.txt"

0400- Created Save Game, Load Game , and delete a Saved Game function in our square  
2048. Will create the same for Hex  
on 23rd.

Date: 23/11/14

1500- Worked on save, open and delete saved file functions for hex.

1800- Completed the aforesaid

2100 to 0000- Made some further improvements in interface. Multiple arrays need not be printed now on monitor and game can now be realised on a single board/hexagon.

Implemented Sleep function for even better  
realisation.. Will work on improving the overall experience of the game on 24th.