

DIARY ENTRY (YOGESH-140050004)

Diary Entry for Oct 8 Agenda-“deciding the project topic.” (from 22:00-23:00)

In Meeting with team, after discussing for 45 minutes we decided Checkers as our project to

work on. We decided that we should make it 2-player game.

We consulted our T.A. also.

Diary Entry for Oct 10 Agenda-“searching internet for ideas.” (from 23:00-23:30)

I got the basic idea to write the programme.

Diary Entry for Oct 11 Agenda-“division of work to team members.” (from 22:00-22:30)

Had meeting with team, discussed specifically which of us was going to do what part of the project. I was interested in programming so I decided to write the programme . We decided partly some uniformity in the variables used.I asked Shalin and Ravi to think of an algorithm to make the programme. I recommended them to see through the previous year programmes uploaded in cse course home page.

I had simulated a trial game on paper and had calculated the no. of possible moves at each place. According to it, I think we will need to have a large iterative algorithm Proposed Algorithm.

Diary Entry for Oct 12 Agenda-“to write a function.” (from 22:00-23:00) Wrote a function required for the programme in code blocks.

Diary Entry for Oct 14 (from 21:45-22:15)

Had meeting with team, discussed whatever searched in the internet.

Diary Entry for Oct 17 (from 22:00-22:30)

Discussed functions made by me and shalin.

Diary Entry for Oct 19(from 9:00-10:00)

Met with Ravi and discussed about user manual and SRS.

Diary Entry for OCT21st(21:00hrs to 22:30hrs)

Made a basic algorithm of the program and wrote codes for few moves.

Maximum part of the program worked as I thought.

Diary Entry for OCT25th(20:00hrs to 21:00 hrs)

Met with Shalin and did discussion on what graphics package to be used for making our checkers board. We discussed few things about GTK but final decision on graphics package was not taken today.

I wrote further part of code for the moves of player1 and player2.

Diary Entry for OCT27th(22:00 to 23:15)

We all met in Shalin's room and had a next discussion on graphics package but we were still in dilemma.

I showed my part of program to both of my team members which I wrote.

Had some errors while running but we tried to debug those errors.

Diary Entry for OCT29th(22:30hrs to 23:45hrs)

As per discussions with other members I researched again on the graphics package to be used.

Looked for GTK and tried to learn basic concepts of it. Also looked for simple CPP from AG Ranade book.

Diary Entry for OCT30th(23:00hrs)

Had a discussion with team members in the lab for the graphics package and learnt to make a checkers board using GTK. Found GTK a bit tougher.

Also I discussed with TA regarding the errors found in my code. Did a debugging session with Shalin and TA and finally that part of program ran correctly.

Diary Entry for NOV2nd(21:30 to 22:30)

Finally, with consultance of all members we decided to use Simple CPP package for making our checkers board. I read the book by Prof. AG Ranade and learnt the concepts of simple CPP.

Diary Entry for NOV4th(22::00hrs to 23:30hrs)

I completed the coding for opening and closing screen of game. Created mouse click events like start , single player, double player, instructions and exit which appear on the opening screen of the game. Also i sorted the errors in shaman's code.

Diary Entry for NOV6th All team members met in lab. Our project seemed approachable.

Diary Entry for NOV7th(22:00hrs to 22:00hrs)

Did a bit of more coding.

Diary Entry for NOV17th (22:30hrs to 00:30hrs)

I completed the code for the rules and moves of the checkers game. A basic 2 player game was almost completed. Shalin and I

played the game and looked for all the mistakes and additives to be made to the game.

Diary entry for NOV19th(21:30hrs to 23:00hrs)

I compiled all the codes written by Shalin and me and included simple cpp in it. I played the game and tried to resolve all the flaws that were found.

Diary entry for NOV21st(21:30hrs to 23:00hrs)

Had a debugging session with Shalin and I resolved all the problems that were found. We played a 2 player game and it ran successfully with almost zero flaws in it.

Diary entry for NOV23rd(21:00hrs to 00:30 hrs)

I made all the AI components required. Was almost successful in making a single player game in which the computer played with the most aggressive move.

Diary entry for NOV24th(almost whole day)

The single player game had many flaws in it. Did a lot of work with Shalin and resolved many of those problems. Made many more changes in the appearance of the game to make it look better.