

PERSONAL DIARY(stage 1)			
TEAM MEMBER-> TANAY BANERJEE			
DATE	TIME	VENUE	WORK DONE
07-10-2014	18:00-19:00	15 B 403	In the team meet I proposed to make the game on
10-10-2014	22:30-23:30	15 B 403	In the team meet I proposed to make the game in the format of grid and was accepted.
11-10-2014	21:00-22:00	15 B 403	I checked the internet for various graphic libraries.
13-10-2014	22:30-23:30	15 B 403	I was in the meeting of team and I gave the list of graphic libraries which we can include in our project and I was assigned the work on SDL library.
14-10-2014	22:00-24:00	15 B 403	Today I spent two hours on how to include SDL library in my computer and installed it in my computer and learnt some functions of it.
15-10-2014	22:00-24:00	15 B 403	Today I continued my tutorials on SDL library and learnt how to put a background, how to include images and using SDL library.
16-10-2014	20:30-22:30	OSL	In the osl our team had discussion
17-10-2014	21:00-23:00	15 B 403	Started writing the code for submissions
18-10-2014	21:00-23:00	15B 403	Finished coding for 11 functions
19-10-2014	22.00-23.00	15 B 403	Gave the final touch to stage 1 submissions
Stage 2			
23-10-2014	22.00-1.00	home	wrote the initial algorithm for gridkey also the other screen functions
24-10-2014	00.00-2.00	home	coding for displayfirstscreen with keyboard function of sdl and successful run trial
25-10-2014	23.00-2.00	home	coding for displaythirdscreen with reference to the displayfirstscreen function
26-10-2014	9.00-12.00	home	coding for displaysecondscreen and keyboardormouse functions
27-10-2014	23.00-00.00	15 B 403	coding for applybutton, instructionscreen, and the gameoverscreen functions and integrated all the functions coded till now into the main function created earlier and ensured bug free built
30-10-2014	20.00-22.30	OSL	explained the coding done till now to lokesh and ranvijay and also the algorithm loaded the images created by them, first initial debugging and troubleshoot
31-10-2014	9.00-11.00	15 B 403	further debugging of the screen code and loading the rest images
15-11-2014	22.00-23.00	15 B 403	saw sdl tutorials for mouse functions in sdl and tried to code a sample program using mouse mouse function

18-11-2014	21.00-00.00	15 B 403	finalised the code for image screens and wrote the applyimage and applybutton function to be used in gridkey and other screen functions
19-11-2014	22.00-2.00	15 B 403	wrote the initial executemove function and validate move functions
20-11-2014	22.00-2.30	15 B 403	worked on game screen display and backgrounds defined playeroptions and variables, completed first stage of gridkey code
21-11-2014	23.00-3.00	15 B 403	completed gridmouse coding and trouble shoot, tried and succeeded in clubbing the gridkey and gridmouse functions together in the gridkey function to increase the efficiency of the code, wrote code for the use of lifeline in keyboard part of gridkey, tried debugging the new gridkey function
22-11-2014	11.00-13.00	15 B 403	completed gridkey code, changed the initial display screens from keyboard use to mouse use, incorporated new mouse marker feature in the mouse part of gridkey
23-11-2014	23.00-2.00	15 B 403	started coding for player elimination in gridkey but did not progress much, tried to make the program more efficient by removing the unused variables and improving the usage of different functions
24-11-2014	16.00-21.00	15 B 403	final testing and debugging of the code , tried to write the player elimination code for keyboard part of gridkey ,incorporated gameoverscreen with the gridkey in main to be displayed once game ends, updated the project and the srs report according to our needs