

TEAM-04 GROUP-18 SLOT-11 DIARY ENTRY

1.Mohit Vyas 140050015

2.Vishal Meena 140050010

3.Akash Bhaneria 140020075

7 Oct(9-10 pm) : First Team Meeting

>Everybody was present.

>We looked upon different project ideas like minesweeper, bank application, sudoku and finally decided to choose 2048 game as our project topic.

10 Oct(10:30-11:30pm) : Second Team Meeting

>Everybody was present.

>We discussed on which library to be used for adding graphics to our game and we decided to use the SFML(Simple and Fast Multimedia library) for the project.

13 Oct(9-10pm) : Third Team Meeting

>Everybody was present.

>We decided which features to include in our game & divided the work till stage-1.

>Mohit was assigned to make a swipe left function and test its functionality.

>Vishal was assigned the graphics work and to make the welcome screen of game.

>Akash was assigned to study the documentation from previous year programs and learn basics of SFML.

17 oct(9:30-11:15pm) : Fourth Team Meeting

>Everybody was present.

> We discussed about SRS, User manual and project report in lab and prepared a rough draft of them.

27 oct(9:00-11:00pm) : team meet venue-vishal's room

* All members of team were present

* start discussion about the coding part of the project.

* we divided the work of the coding.

*Akash Bhaneria would do the coding of x-tiles mode.

*Mohit Vyas would make swipe(left,right,up,down) function.

*Vishal meena would do the coding of survival mode.

15November(9:00pm – 11:00pm) venue-mohit's room

- *All member of team are present.
- *Dicuss about the progress of the coding
- *By combining the all the code we ran our project which included basic 2048 with grid options
- *vishal told that he would include graphics in the project.

16/11/2014 TIME-10PM TO 12 PM venue-mess

- *Auto-player for 2048 and virahanka 2048was given to mohit
- *Discussed more about the features of the game
- *Vishal was given the responsibility to join all the code to the final project and its management.

19/11/14 time 9pm to 10:30

- *remaining work of project was divided.
- *Akash would make the remaining part of user manual.
- *vishal would make the remaiming part of srs of project , survival mode of the game .
- *vishal did the graphics part of the project
- *mohit included the grid options and combined the x-tile mode with it.
- *we did a sample run of the project and discussedabout its pros and cons.

23/11/14 TIME 9:30pm to 11:30 pm venue mess

- *autoplayer and virahanka 2048 were combined by vishal into the final project.
- *we tested the program to discover whether any bug was present or not.
- *prepared rough draft of final project report