

Diary

Akash Bhaneria 140020075

1<sup>st</sup> week (6-12 october, about 4 hours)

7 Oct-14

First meeting, look project of previous year.

We have discussed and debate on the topic of the project.

No idea was finalised.

08 oct-14

Decided the topic of project i-e game -2048

10/10/14

Second team meeting, decided to use library (SFML)

11/10/14

I downloaded the game on my mobile and start playing .

12/10/14

I googled about the game and find the basic algorithm of the game

I understood the basic programming of the game

2<sup>nd</sup> week (13-19 october, about 6 hour)

13/10/14

Third meeting, divided the work for stage one

I suggest some more feature of the game

14/10/14

I downloaded the SfmL library and see the tutorial of using this on youtube.

17/10/14

We prepared pre-draft of SRS and project report in lab

18/10/14

Prepare some part of user manual .

27/10/14

- \* i have to start the coding of X-tile mode of the game.

- \*i googled the basic algorithm of the game .

28/10/14

- \* look the toturial of SFML on youtube.

- \*learn how to open window.

30/10//14

- \* see the tutorial of inserting image and Sprite

- \*search on google about random library.

16/11/14

- \*start coding of x-tiles.

- \*Take help of Mohit for some graphics works.

19/11/14

- \*i finished my coding.

- \*my coding part is verified by Mohit and Vishal.

23/11/14

complete remaining part of user manual.

Project is now ready...