

# Project diary for chain reaction

TEAM MEMBERS	ROLLNO
RANVIJAY SINGH (Team leader)	140020064
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LOKESH SONI	140020069

Date	time	venue	Work done	Members present
<b>STAGE ONE</b>				
<b>7/10/2014</b>	18:00-19:00	15 B 403	Had a discussion on which topic to choose. decided to work on chain reaction game	All Team
<b>10/10/2014</b>	22:20-23:30	15 B 403	Discussion on outline of game and agreed on making the game with a grid pattern.	ALL Team
<b>13/10/2014</b>	22:30-23:30	15 B 403	Discussion on features to be included in the game, Decided to make the game multiplayer. Referred past years projects uploaded on cs101 website and work distribution to learn basics of graphic libraries and searched for them on youtube and google. Tanay was assigned SDL, Lokesh was assigned allegro and Ranvijay was assigned graphics.h	All team
<b>16/10/2014</b>	20:30-22:30	OSL	In osl we discussed upon additional features to be put in our game .We decided to include 3 lifelines for the game and to include timer in the game.We decided to include SDL and simplecpp in our project and also work distribution for next submission. Tanay was assigned to develop the code part Lokesh was assigned to work on SRS and algorithm of some functions Ranvijay was assigned to work on project report and user manual	All team
<b>18/10/2014</b>	20:30-21:30	15 B 403	Discussed the algorithms developed ,code developed and user manual and refined each of them with suggestions for each other's work	All Team
<b>19/10/2014</b>	22:00-23:00	15 B 403	Gave the final touch to the stage 1 submission.	All Team

# STAGE TWO

<b>30/10/2014</b>	20:30-22:30	OSL	<ul style="list-style-type: none"> <li>-Debugging of code written till now.</li> <li>-Discussion on the code further.</li> <li>-To prepare images.</li> </ul>	ALL Team
<b>3/11/2014</b>	22:30-23:30	15 B 403	Discussion on algorithm and further development of code (validate function ).Discussion on implementing graphics and photographs using pixlr editor.	ALL Team
<b>6/11/2014</b>	22:00-23:00	OSL	Discussion on Code and further development of code. Discussion on implementing graphics and working on a certain way for it.	ALL Team
<b>14/11/2014</b>	22:40-23:40	15 B 403	Further enhancement and implementation of the code for initial display screens (keyboard part) by using various images and each one was assigned different parts of it. Both lokesh and tanay decided to work on executemove and gridkey function	ALL Team
<b>17/11/2014</b>	22:00-23:00	15 B 403	First execution of the body of the code which does not include final execution part (like game over screen) and also discussion whether we should use simplecpp or not.	ALL Team
<b>19/10/2014</b>	21:45-22:45	15 B 403	After long discussion it was decided that since we can't inculcate sdl with simplecpp so we have to drop the idea of using simplecpp	
<b>20/11/2014</b>	22:30-23:30	15 B 403	Working on the execution part of the code and thereby executing the whole body of the program. Successfully completed mouse part in sdl only. First debugging started and game goes for trial.	ALL Team
<b>22/11/2014</b>	22:30-23:30	15 B 403	Debugging, discussion on the elimination of players and closing window phenomenon of the game once it ends	All team
<b>24/11/2014</b>	16.00-21.00	15 B 403	Final debugging of the program, search for errors in the code if possible increasing the efficiency , uploaded the final file	ALL team