

- A) 9 October,2014 Thursday(2 hours): Me,Kapil,Pintu,naay
- 1) All the team members met and decided on the topic of the project.
 - 2) All the ideas were consolidated.
 - 3) Inference was that the topic of the project would be GAMING ARCADE linked with ACCOUNT MANAGEMENT SYSTEM.
 - 4) The team leader was decided as NAAAY
- B) 10 October,2014 Friday(5 hours): Me,Kapil,Pintu,naay; Pintu and I left after some time
- 1) All team members met after evening snacks(6pm)
 - 2) We all started thinking about the algorithm which we would use in coding minesweeper game
 - 3) We played minesweeper number of times to figure out correct set of rules
 - 4) We decided that we would use keyboard initially as medium of interface
 - 5) We divided task of making the game into number of different functions and figured out that we would require to maintain four different arrays
 - 6) As PINTU and I had little knowledge of functions and arrays they left us within an hour to study lecture notes of relevant topics. Naay AND KAPIL WORKED FOR REST OF THE TIME
- C) 13 October,2014 Monday(3.5hours): Me, Kapil,Pintu,naay
- 1) We had our lab session where I AND KAPIL worked on debugging uncover function
 - 2) I & PINTU were trying to search for bugs in working functions
 - 3) We divided ourselves into two groups dividing the work among us:
 - a) naay and Pintu: Writing code for ACCOUNT MANAGEMENT SYSTEM using concepts of DATA FILE HANDLING
 - b) Kapil and I: Study and try to implement GRAPHICS in our game
- D) 18 October,2014 Saturday
- 1) KAPIL AND I(3 hours): View videos in youtube about SFML and tried using it but was not successful in understanding videos
- 1)
- E) 20 October,2014 Monday(lab session):
- 1) Debugging the program made so far for any errors and learning basic features of simplecpp.
- F) 21 October,2014 Tuesday:
- Team meet for 2 hours. Work for Diwali vacation :
- Naay: installing and learning simplecpp: On 24 October tried installing simplecpp for 2hr from cse site repeatedly but was unsuccessful as on running any sample program following error message came: "graphics.h" header file does not exist.
- Kapil: Made Sudoku autosolver for 6 hrs on 23 October. The program had many bugs.
- Pintu and I: Finding bugs in code made so far for 2 hrs on 24 October.
- G) 28 October,2014 Tuesday:
- 1) All team members met for 2hrs. After discussing with our friends we finalized to use SFML library. Pintu and I told them of bugs that were coming up in the Account management system and minesweeper.

H) 18 November, 2014:

- 1) Kapil studied SFML worked for developing graphics in 7up 7down game(6 hrs). I helped him make icons for graphics. Also studied and tried to understand SFML but was unsuccessful(2 hrs)

I) 23 November, 2014:

- 1) Kapil made Sudoku autosolver code(7 hrs).
- 2) I checked the code of autosolver by putting random values and making images and text with help of power point presentation but could not implement it due to lack of time.(2 hrs)

J) 24 November, 2014:

- 1) Naay linked the code of Sudoku autosolver with the gaming arcade code. Also made the updated srs document, project report and user draft manual. Made updated soft copy of consolidated diaries(6 hrs)
- 2) All team members helped Naay make consolidated diaries(2 hrs)