

- A) 9 October, 2014 Thursday (2 hours): Me, Naay, Pintu, Lalit
- 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, Naay, Pintu, Lalit; Pintu and Lalit 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 LALIT had little knowledge of functions and arrays they left us within an hour to study lecture notes of relevant topics. ME AND NAAAY WORKED FOR REST OF THE TIME
 - 7) Some examples of different functions we decided and made are: ask, display, uncover, validate
- C) 11 October, 2014 Saturday (5 hours): Me and Naay
- 1) We did debugging of code we made yesterday.
 - 2) We were successful in debugging all functions except uncover which was crashing
- D) 13 October, 2014 Monday (3.5 hours): Me, Naay, Pintu, Lalit
- 1) We had our lab session where I AND NAAAY worked on debugging uncover function
 - 2) LALIT & PINTU were trying to search for bugs in working functions
 - 3) I and NAAAY decided to use concept of recursive functions
 - 4) We made another function uncover1 and finally we were successful in debugging it
 - 5) We had successfully written 350 lines of working code for playing MINESWEEPER game
 - 6) We divided ourselves into two groups dividing the work among us:
 - a) I and Lalit: Study and try to implement GRAPHICS in our game
- E) 15 October, 2014 Wednesday (3 hours)
- 1) I searched of various graphic libraries available in C++
 - 2) Found out of Allegro. Tried to install it in laptop but was not successful. Dropped the idea of using it.
- F) 18 October, 2014 Saturday
- 1) I AND LALIT (2 hours): View videos in youtube about SFML and tried using it but was not successful in understanding videos
- G) 19 October, 2014 Sunday (4 hrs)
- 1) I had written code for 7 UP 7 DOWN which I included in the program
 - 2) With the help of Naay I debugged a logical error in account management system.
 - 3) We all did documentation of our program
- H) 20 October, 2014 Monday (lab session):
- 1) Debugging the program made so far for any errors and learning basic features of simplecpp.
- I) 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 Lalit: Finding bugs in code made so far for 2 hrs on 24 October.

J) 28 October, 2014 Tuesday:

- 1) All team members met for 2hrs. After discussing with our friends we finalized to use SFML library. Pintu and Lalit told us of bugs that were coming up in the Account management system and minesweeper.

K) 30 October, 2014 Thursday:

- 1) I tried debugging uncover() function for 3hrs. Still some bugs were there

L) 3 November, 2014 Monday

- 1) We decided to use concepts of object oriented programming for the game of minesweeper. We decided to do rest of the project work after end semester exams.

M) 15 November, 2014:

- 1) I worked for 6hrs remaking some functions of minesweeper considering all cases

N) 18 November, 2014:

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

O) 23 November, 2014:

- 1) I made Sudoku autosolver code(7 hrs).

P) 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)

