PROJECT DIARY

7/10/2014 TEAM MEETING » 9:3010:30 pm

Project topic selection discussion and searching information on

syncing.

10/10/2014 Tried to search for html libraries and understand and use the HTML

parser given on the cse website page. Result maybe obtained but looks

difficult for now.

12/10/2014 Search and study for html usage with c++. Unsuccesful.

15/10/2014 TEAM MEETING » 9:3010:30 pm

We step by step analyzed how each course on moodle has different

code and discussed how we can use it to open that course page and

download the undownloaded recent files.We also discussed on how

can we download the notifications of newsforum.

16/10/2014 LAB DISCUSSION » 8:3010:30pm

»All possible functions and menu of the programme.

»Process to be followed:

1.Parsing

2.Login

3.Retry Page if username/password incorrect

4.Main menu

5.Sync

6.Logout

»Main Menu:

Offers option to sync all courses at once, specific course or a custom list of

courses.

The custom list options will also be present which will allow the user to

create a custom list, edit or delete an old one.

Finally the Logout, Exit options will be present.

»Functions:

Sync files of specific subjects with moodle and news forum, along with

use custom lists (function stated above).

»HTML parser studied

18/10/2014 TEAM MEETING » 2:305:45pm

Tried to install C++ libraries for parsing but were not successful.

6:307:30pm

Made decision to change project topic and finally zeroed down to

tetris.

7:3011:00

Studyof possible algorithms and codes along with somecoding.

19/10/2014 10:30am10:30pm

Abhishek & Hrishikesh worked

on SRS,project report.

Akul & Me worked

on project code, graphics to be used.

30/10/2014 LAB DISCUSSION » 8:30-10:30pm

1.We worked on implementation of SDL graphics library and

keyboard input using SDL.

2.We worked on how to automatically move block down with time.

6/11/2014 LAB DISCUSSION » 8:30-10:30pm

1.we defined a structure pieces which will give us block type and its

initial position.

2.we thought on how to make the board for tetris .

18/11/2014 TEAM MEETING » 9:30-10.30pm

Analysis of the program which we will require for the movement of block, its rotation, boundary restrictions, generation of random block. Distribution of work.

19/11/2014 10am-5pm

SDL tutorials ( on lazyfoo.com).

6:30 pm -1am

Application of SDL Graphics library to try running our pre-SDL code using SDL.

20/11/2014 10am – 4:30pm

Converting and creating functions to make it comply with SDL.

Finally a working game!

21/11/2014 10am – 5:30 pm

Along with Akul, sounds added to the game. Some work on menu.

23/11/2014 Menu Interface added

24/11/2014 Worked on 2 player mode. Succesful