Project diary

Abhishek kumar Chaudhary

7/10/2014 Team meeting From 9:30-10:30 pm

Project topic selection and discussion.

Searching information related to our topic“Moodle sync”

10/10/2014 10:00-11:30 pm

Tried to learn html tags and understand their usage.

Learned html from R D Supekar –bifocal computer science.

13/10/2014 10:0010:30 pm

Googled for html parser

Got some parser like:

TinyXML2

LibXml

Apache Xerxces

15/10/2014 TEAM MEETING From 9:3010:30 PM

We opened the html source code of moodle and tried do develop the

logic of syncing with moodle.

We ended the meeting after developing the logic.

16/10/2014 LAB DISCUSSION From 8:30-10:30 PM

We tried to download and include parser in code block but was

unsuccessful

18/10/2014 TEAM MEETING From 2:30-5:45 PM

Again tried to install c++ libraries but was not successful.

Made decision to change project topic and finally changed topic to

tetris.Tried to understand graphics libraries finally chose sdl .

19/10/2014 TEAM MEETING From 10:30AM-10:30 PM

Reading of for coding of tetris.

Discussed the functions to be used in our program.

Disscussed and wrote SRS for tetris.

Took part in discussion on Draft user manual and Project Report.

Tried to install SDL libraries.

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 class pieces which will give us block type and its

initial position.

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

3.we tried to make board flexible by giving user the choice of

number of rows and columns on board.

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

Analysis of the program which we will require for the movement of block,its rotation, boundry restrictions,generation of random blocks.

Distribution of work.

19/11/2014 10:30am-7:00pm

Writing of program of generation of board, random ,blocks, their

rotation, movement left, right, down and creating an incomplete

program in form of 0&1 to make board and see movements are

possible. And read sdl tutorials.

20/11/2014 10:00am-9:30pm

Writing of code for detection of invalid move, detection of collision,

deletion of the completely filled line .And read sdl tutorials.

Added key inputs.

21/11/2014 10:00am-12:30am

Wrote the code for block holding and capturing and also for

pausing the game. Gave idea for implementing time simulated motion of block.

23/11/2014 5:00pm-11:30pm

Wrote code for adding the ghostblock.

Wrote code for freeing all the surface.

24/11/2014 10:30am-12:00pm

Made srs with hrikesh

Wrote a small portion of code for adding tetris title.

Wrote code for printing the high score.