

# Project Diary

## Stage II

**Name: Anay Tripathi**

**Roll no. :140020094**

**Slot :11**

**Group:14**

- 30 October - 5 November 2014

*I worked on Mazes for our game (work given to me) , using "windows.h" as my team member told me that we could use it to make our program.*

- 7 November 2014

**#Venue:-OSL Lab**

**#Timings:-8:15P.M-10:00P.M**

*Worked with Utkarsh in lab on different aspects of game. We had a brief discussion on the functions that can be used in "windows.h" and other functions related to movement of snake.*

- 16 November 2014

**#Venue:-Hostel 15 Mess**

**#Timings:- 11:00 P.M**

*Our team had another meet to discuss our work on our game. I showed my work to the other team members. I was told that the team had decided before endsems that we wouldn't be using "windows.h" , instead we would use <simplecpp>*

- **17 November 2014**

**#Timings:-1:00A.M -5:00A.M**

*As suggested by my team members, watched lectures on graphics by Professor A. Ranade on graphics and simplecpp on CS101 website.*

**#Venue:- Hostel 15 Mess**

**#Timings:-11:30P.M**

*Discussed on the basic design of the mazes and that is going to be done. This was going to be my work.*

- **18 November -19 November 2014**

*I was out of station due to some personal reasons but still I worked on my part of the game. I completed part of maze which*

*I was given and sent it to Utkarsh.*