

Project Diary

Team Diary

Date: 8/10/2014

Venue-OSL

Time:20:15 to 22:30

- All the members of the team had a discussion to select the project.
- Finally, we confirmed the to create a to create a quantum tic tac toe game.

Date-11/10/2014

Venue-Room no 311.

Time 9:00 to 11:30

- All the members of the team played and analyzed the quantum tic tac toe game.
- We read the rules and history of the game and the concept behind it from Wikipedia.

Date-12/10/14

Time 9:00 to 11:30

- All the members of the team met and discussed about algorithm.
- We discussed about the functions we have to use and declarations of arrays and integers.
- We also divided our work among ourselves.

Date-15/10/14

Time :12:30 to 14:30

- All the members met and discussed on the work they done so far.
- Uday and Chanukya have coded the graphics part using the simple cpp.- Jagadeesh and Aditya wrote down the algorithm.

Date-15/10/14

Time :20:40 to 22:30

- In the lab, Chanukya and Uday has completed the project report and checked it and also with other two. Aditya and Jagadeesh completed writing the algorithm and cross checked it.

Date-18/10/14

Time 10:30 to 11:00-

- All the members met and checked our works and discussed to convert them into suitable formats for first level of submission.
- the submission includes sample code for graphics, an algorithm containing the functional declarations, a SRS document.

Date-19/10/14

Time :10:30 to13:30 and 14:00 to 17:30 and 18:30 to 20:00 and 21:30 to 22:30

- Completed the user manual.
- Checked the sample code
- wrote SRS document.
- Edited the sample code including graphic part.

Date-29/10/14

Time :20:40 to 22:00

- wrote checkValidity function.

-added simple cpp to code blocks in our lab accounts.

Date-05/11/14

Time 20:30 to 22:00

-wrote newGame function.
-tested checkValidity code.

Date-16/11/14

Time :20:00 to 22:00

-modified Artificial Intelligence Tic Tac Toe code and added easy and hard levels
,also fixed some bugs.

Date-18/11/14

Time :14:15 to 17:00 and 17:30 to 23:00

-finished checkCircuit function.
-added lines to connect blocks in circuit.

Date-19/11/14

Time :09:40 to 12:00 and 14:00 to 16:30 and 20:00 to 22:00

-fixed the bugs in checkCircuit.
-wrote the collapse function.
-added graphics to collapse function.

Date-20/11/14

Time :10:00 to 12:45 and 14:30 to 16:30

- fixed bugs in collapse function.
- wrote checkWin function.

Date-21/11/14

Time :14:00 to 17:00

- merged tictactoe and quantum tictactoe.
- added some cases to checkWin function.

Date-23/11/14

Time :20:30 to 00:00

- completely modified graphics and the lines.

Date-24/11/14

Time : 9:30 to 22:00

- updated project manual , SRS and User manual.
- completed the code and made it ready for final submission.

PROJECT DIARIES(INDIVIDUAL)

Uday Kusupati

07-10-2014

(20:00 - 21:00)

Discussed with team members about the project to be chosen. **- Room No:311.**

08-10-2014

Finalised the project topic(Quantum Tic Tac Toe).

11-10-2014

Time (09:00 - 11:30)

All the members of the team played and analysed the quantum tic tac toe game.

We read the rules and history of the game and the concept behind it from wikipedia.

12-10-2014

Time (09:00 - 11:30)

Algorithm discussion and decided to do learn the graphics part
leaving the function, variable declaration part to Aditya and Jagadeesh.

13-10-2014

Time (17:30 - 20:30)

Graphics learning and coding for normal Tic Tac Toe

Completed the graphics part of Tic Tac Toe.

-Room No:311.

14-10-2014

Time (10:30 - 11:30)

Added the code of Tic Tac Toe to the graphics code and completed the game.

Surfed the net about artificial intelligence and wrote program for single player in the code of Tic Tac Toe.

Finally created Tic Tac Toe.

-Room No:311.

15-10-2014

Time (20:45 - 22:30)

In OSL created user manual .

18-10-2014

Time (10:00 - 12:30)

Graphics for Quantum Tic Tac Toe. Initialisation of game interface and basic moves part is completed

19-10-2014

Time(10:00 - 13:30)

Completing User Manual and other things necessary for stage 1 submission.

Room No:311.

Time-(14:30 - 17:30)

Writing Project Report-

Writing SRS Document

- Room No:311.

Date-29/10/14

Time :20:40 to 22:00

-added simple cpp to code blocks in our lab accounts.

Date-05/11/14

Time :20:40 to 22:00

-wrote newGame function.

-tested checkValidity code.

Date-16/11/14

Time :20:00 to 22:00

-modified Artificial Intelligence Tic Tac Toe code and added easy and hard levels ,also fixed some bugs.

Date-18/11/14

Time :14:15 to 17:00 and 17:30 to 23:00

-finished checkCircuit function.

-added lines to connect blocks in circuit.

Date-19/11/14

Time :09:40 to 12:00 and 14:00 to 16:30 and 20:00 to 22:00

-fixed the bugs in checkCircuit.

-added graphics to collapse function and synchronized to the code part.

Date-20/11/14

Time :10:00 to 12:45 and 14:30 to 16:30

-fixed bugs in collapse function.

Date-21/11/14

Time :14:00 to 17:00

-merged tictactoe and quantum tictactoe.

Date-23/11/14

Time; 20:30 to 22:00

-modified the graphics part.

Date-24/11/14

Time : 9:30 to 22:00

-updated project manual , SRS and User manual.

-completed the code and made it ready for final submission.

Chanukya Vardhan Reddy Gujjula

07-10-2014

Time-(20:00 - 21:00)

Discussed with team members about the project to be chosen.

08-10-2014

Finalised the project topic(Quantum Tic Tac Toe).

Old CS lab.

11-10-2014

Time:(09:00 - 11:30)

All the members of the team played and analysed the quantum tic tac toe game.

We read the rules and history of the game and the concept behind it from wikipedia.

12-10-2014

Time:(09:00 - 11:30)

Algorithm discussion and decided to do learn the graphics part with Uday leaving the function,variable declaration to Aditya and Jagadeesh.

13-10-2014

Time:(19:30 - 20:30)

Graphics learning and coding for normal Tic Tac Toe with Uday.

Completed the graphics part of Tic Tac Toe.

14-10-2014

Time:(09:30 - 11:30)

Added the code of Tic Tac Toe to the graphics code and completed the game with Uday.

Surfed in net about artificial intelligence and added it in the code of Tic Tac Toe.

Finally created Tic Tac Toe.

Room No:311.

15-10-2014

Time:(20:45 - 22:30)

In OSL created user manual with Uday.

18-10-2014

Time:(10:00 - 12:30)

Graphics for Quantum Tic Tac Toe with Uday.

19-10-2014

Time:(10:00 - 13:30)

Completing SRS,Manual and other things necessary for stage 1 submission.

(14:30 - 17:30)

Finally verifying all the things

Date-29/10/14

Time :20:40 to 22:00

-added simple cpp to code blocks in our lab accounts.

Date-05/11/14

Time :20:40 to 22:00

-wrote newGame function.

-tested checkValidity code.

Date-18/11/14

Time :14:15 to 17:00 and 17:30 to 23:00

-finished checkCircuit function.

-added lines to connect blocks in circuit.

Date-19/11/14

Time :09:40 to 12:00 and 14:00 to 16:30 and 20:00 to 22:00

-fixed the bugs in checkCircuit.

-added graphics to collapse function.

Date-20/11/14

Time :10:00 to 12:45 and 14:30 to 16:30

-fixed bugs in collapse function.

-wrote checkWin function.

Date-21/11/14

Time :14:00 to 17:00

-added some cases to checkWin function.

Date-23/11/14

Time :20:30 to 00:00

-completely modified graphics and the lines.

Date-24/11/14

Time : 9:30 to 22:00

-completed the code and made it ready for final submission.

Aditya Vardhan Varre

Date-07/10/2014

Time 20:00 to21:30

-Discussed about the project to be chosen.

Date-08/10/2014

During the lab.

- Finally all the members decided to code a Quantum tic tac toe game.

Date-09/10/2014(21:00-22:00)

-I played quantum tic tac toe game online .referred to last year projects.

-I read about the history of the game from Wikipedia.

Date- 11/10/2014

Time 9:00 to11:30

-I played the game and analyzed circuit formation.

-Collectively, with the team analyzed the game shared the ideas and read about the history of the game.

Date- 12 10/2014

Time 9:00 to11:30

-I played the game and analyzed how the circuit collapses.

-Collectively, with the team Discussed about the declarations to be used and functions to be used.

Date-14 /10/2014

Time (19:00-20:00)

-Discussed with Jagadeesh Boddeda about the algorithm.

Date - 15 /10/2014

Time- 12 30-14 30

-written algorithm along with Jagadeesh for non-graphics part.

Time-20 40-22 30

-completed the non-graphics part of algorithm.

Date-18 /10/2014

Time 10:30 to 11:00-

-discussed with team members to convert our work into suitable formats for final submission .

Date- 19 /10/2014

Time :10:30 to13:30 and 14:00 to 17:00 and 18:30 to 20:00

- written user manual along with uday kusupati.
- written the non-graphical part of the code for the sample code to submit.
- edited graphics.

Date-29/10/14

Time :20:40 to 22:00

- wrote checkValidity function.

Date-05/11/14

Time :20:40 to 22:30

- tested checkValidity code.

Date-16/11/14

Time :20:00 to 22:00

- modified Artificial Intelligence Tic Tac Toe code and added easy and hard levels ,also fixed some bugs.

Date-18/11/14

Time :14:15 to 17:00 and 17:30 to 23:00

- finished checkCircuit function.
- added lines to connect blocks in circuit.

Date-19/11/14

Time :09:40 to 12:00 and 14:00 to 16:30 and 20:00 to 22:00

-fixed the bugs in checkCircuit.

-wrote the collapse function.

Date-20/11/14

Time :10:00 to 12:45 and 14:30 to 16:30

-fixed bugs in collapse function.

Date-21/11/14

Time :14:00 to 17:00

-added some cases to checkWin function.

Date-23/11/14

Time :20:30 to 00:00

-completely modified graphics and the lines.

Date-24/11/14

Time : 9:30 to 22:00

-completed the code and made it ready for final submission.

Jagadeesh Boddeda

Date-07/10/2014

Time 20:00 to 21:00

-I had a discussion with team members regarding the topic to be selected for the project.

Date-08/10/2014

During the lab:

-Found details about the some project topics and discussed with team members for finalizing the topic of interest for project work.

- At last all of us agreed to write the program for making of Quantum Tic Tac Toe game and declared it to the T.A.

Date-09/10/2014

Time:21:00-22:00

-Played the game in the online site to know the rules of the game. (countergram site)

-I read about the history of the game from Net.

Date- 11 /10/2014

Time 9:00 to 11:30

-Discussed about the game rules with team members and thought of how to solve the

game for project work for circuit formation. (Left collapsing for next day)

-Discussed about the functions required for the game and also about whether to make one player game or not?

Date- 12 /10/2014

Time 9:00 to 11:30

-I played the game to analyze the rules of how the circuit collapses.

-Discussed about the function which the declared function should do in order to collapse the circuit without bugs. (Errors)

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Date-14 /10/2014

Time 19:00-20:00

-Discussed with Aditya Vardhan Varre about the algorithm.

Date- 15 /10/2014

Time: 12:30 to 15:30

-written algorithm along with Aditya Vardhan for non-graphics part.

Time: 20:40 to 22:30(in the lab)

-completed the non-graphics part of algorithm.

-Cross checked with Uday kusupati and chanukya Vardhan and also discussed about both user manual and algorithm.

Date-18 /10/2014

Time 10:30 to 11:00-

-Discussed with team members to convert our work into suitable formats for final submission.

Date- 19 /10/2014

Time: 10:30 to13:30 and 14:00 to 17:00 and 18:30 to 19:30

-Checked user manual

-Discussed whether to add a sub level of actual Tic Tac Toe along with artificial intelligence or not?

-Wrote part of non-graphical part of the code for the sample code to submit.

-Helped in writing SRS for the project.

Date-29/10/14

Time :20:40 to 22:00

-tested checkValidity function.

-added simple cpp to code blocks in our lab accounts.

Date-05/11/14

Time :20:40 to 22:00

-tested checkValidity code.

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Date-21/11/14

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-added some cases to checkWin function.

Date-23/11/14

Time :20:30 to 00:00

-completely modified graphics and the lines.

Date-24/11/14

Time : 9:30 to 22:00

-modified graphics.

-updated project manual , SRS and User manual.

-completed the code and made it ready for final submission.