| Project Diary Robert Martinis PKD 2020 | | |
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| **Date** | **Time worked** | **What i worked on** |
| 2/14 | 16.30-19.30 | Preparations for the project by installing cabal, the gloss module, and studying how to use the gloss module for drawing 2D-graphics. |
| 2/18 | 14.00-18.00 | Met with the group for discussions on how the project should work. Determined the group rules and code documentation. Submitted them to our supervisor. |
| 2/19 | 15.30-20.00 | Met with our supervisor for the first time and discussed the project ideas. Started working together with the group on the initial background grid and tetris-block datatypes. |
| 20/20 | 15.30-20.00 | Started working on a function which should move the tetris-blocks in a grid. |
| 24/2 | 12.00-18.00 | Worked on a clearRows function, which clears a row in a grid if the cells in that row are filled. |
| 25/2 | 14.00-18.00 | Worked on fixing a misunderstanding of how we should use branches in GitHub. We initially created a branch for each user to work on, named after each participant, but got the recommendation from our supervisor that we instead should create a branch for each feature. I reconstructed our repository to fit the recommendation, so each feature, for example clearRows, is in its own branch.<br>After that i worked on some function documentation. |
| 26/2 | 16.00-18.00 | Met with our supervisor for the second time. After that we sat for a short time with the group and discussed how we should fix some bugs, one example was that the block automatically ticks down each second, and some colission bugs. |
| 28/2. | 14.00-19.00 | Started working on a randomGen function, which randomly generates a new playing block after a block has been placed. The problem with creating a random generator is that's it's an inpure function. Our program is wholly built up by pure functions, so implementing an impure random generator in the middle of the program would be an hard task. Therefore, i came up with the idea for a "pseudo" random generator, which checks the current state of the grid, in other words how many cells are filled, combined with the user inputs when the playing block was controlled, to generate an Int in the interval [0..6], with each Int assigned to generate a different block. |

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| 29/2 | 13.00-16.00 | Some more function documentation. Started working on the project report. |
| 2/3 | 15.00-18. 00 | Function documentation and project report |
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