

October 3(Thursday)

In class we learned about random functions in c that we needed to add in our next week work and got the weekly deliverable for the week 5 in which we needed to update and add the functions in the snake game we already built. As we had some errors in snake game of week 4 we needed eliminate the errors and improve the existing game loop.

October -4(Friday)

Before starting to work on next week deliverable we had some issues with existing snake game loop ,like game borders , flickering lines on the game screen so I worked on this. And successfully initialized the game board with the borders.

October -5/6(weekend)

During the weekend I started to work on the next week deliverables by adding functions that we got one by one along with running and debugging the code.

October-7(Monday)

I had full day classes on Monday so we couldn't worked well on the project but we had discussion about game loop progress and challenges we were facing.

October -8(Tuesday)

On Tuesday we made the game code and tested for bugs and optimized the code as well as prepared for the presentation to the code. We had phone call with each other on progress of the project.

October-9(Wednesday)

Removed minor bugs code had and ensured the game works without crashes. And prepared a presentation showcasing the game , highlighting key features and code snippets. melvice decided to present first part of the presentation and I did second part of the presentation.

Reflective conclusion

Overall experience as presentation was fine. However I struggled. I found myself unable to explain certain technical aspects clearly especially when answering questions from my professor.

Summary

In summary , while the technical part of my project went well, the presentation made me realize the need for better preparation and communication skills. Moving forward I will invest more time in developing these skills to ensure that I can both built and present my work effectively.

GitHub repository link--https://github.com/pn9623/CSE_Project.git