9 June 2014 , IIT KGP

Here starts my project :

Title : CodeGambler

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Summary: Linguistic category is a lexicon of word-meaning associations that is shared between users existing in an environment. These categories emerge from the complex interactions of human beings among themselves and with the environment. Individual from different cultural backgrounds may perceive, and even conceptualize their environment in a variety of ways, each subtly different from the other. For successful communication, they need to agree upon certain linguistic ontologies to understand each other. There exist some conclusions about the emergence of linguistic categories, which have been generated by category games played as computer simulations. We now face the question that, when real human users play the category games, do we see the emergence of similar linguistic categories? We try to address this issue with our web-based game called CodeGambler. In CodeGambler, we want to apply a simple and easy to follow negotiation scheme, that makes use of memory and feedback and want to review whether our scheme can ensure the emergence of a communication system, which the users have organized with their understanding of the environment. This communication system is able to discriminate objects in the environment and it

requires only a small set of words.

Till now I have not understand my project properly , how will I implement this project because right now I do not know how to work with javascript and php . Today’s goal is to give a sufficient finish to know about these two languages and read those pdf provided by sir. I am not going to sleep without completing today’s assigned task and understand the utility of time … let’s see.. “Give your best and leave the rest……. :)”

June 27 , 7:20 am , Till now partially implemented login and signup pages , now next focus will be on page 3 implementation of random triangles.

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Do fast as much as you can ;

17 July 2014

link related to execute an event while clicking on a random shape in canvas .

<http://stackoverflow.com/questions/12625766/javascript-canvas-detect-click-on-shape>

so for that I need to do some calculations like : the range where to click to execute a function . Normally they are suggesting that calculate it mathematically , but it seems difficult because I need to calculate the triangle’s region not a circle in this case . . provided three points of triangle ,,,, so according to it perhaps if I would be able to find out whether the mouse curser is inside the triangle or not …. Now problem reduces to given three points of triangles how to know if a point (x,y) is inside or outside the triangle formed by (x1,y1) , (x2,y2) and (x3,y3) …

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another problem is to pass data from seer to gambler but before that want to assign randomly one player roll as a seer and another as a gambler.

So tonight following work is to be done :

1. Some changes done in previous approach that … whenever one will come first will thrown in a loop which will wait for 2nd one to come but this first one will always assigned Seer.php and this time no deletion operation at last of Game.php. With this in “track” table one automatic increment column “id” is also introduced .

Now when second player will come it will directly navigated towards Gambler.php after inserting itself in track table.

2. Now other thing to implement is that when you click in send msg button in Seer.php it will insert “phase angle , concatenated random variables , concatenated image ids and user’s name“ . Till now at gambler side message that “waiting for Seer to start ” type msg will be shown. In the mean while gambler will try to check in “information” table whether it’s partner seer has inserted something or not . If it found data will extract it and after processing it will try to generate it’s roulette but value will be not displayed .

3. When Gambler will click on any triangle all values will be shown and only the value of triangle on which it has clicked will be added on both players result table “Score” in database .

Now one problem is here how Gambler will know who is my Seer ,.,..,.. This problem is handled in following ways :

first for a pair of players , assuming they will always enter in arena continuously , we will find gambler id in track table through it’s username and reduced it by one and find the player name which obviously will be this player’s partner i.e. Seer and will get it’s name … Now this name will be searched in “information” table and required processing will be done…

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19 July

ajax link :

<http://blog.teamtreehouse.com/uploading-files-ajax>

<http://malsup.com/jquery/form/#ajaxSubmit>

<http://zurb.com/playground/ajax-upload>