COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   Gobind and Abduallah

Your Name   Abdullah Asilar

Your Team Member's Name   Gobind Kailey

You must complete this statement of contribution without discussing it with your project partner, i.e., individually. Your statement should be concise (at most one-and-a-half page). It has three parts:

1. Tell us about your own contribution to the development of your COMPENG 2SH4 project. For example, you can tell us about which project iterations (as mentioned in the project manual) and C++ project classes that you worked on and completed. You can provide a concise answer either in paragraph form or through bullet points.

   I can list the parts I worked on during the development process of the project as follows, Iteration 2A and 2B, Iteration 3 Feature 3. At the same time, I did the creating of the mystery food logic required for the bonus part and the implementations of the features that the mystery foods will give to the player. So, I did the bonus part of the project. While doing these, I also followed the codes my partner worked on and helped in the debugging process.

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.

   My partner did iteration 0 and 1, which was the beginning of the project. After I finished iteration 2, he worked on iteration 3 features 1 and 2. At the same time, when we finished the project, he reviewed the code and commented the parts that had not been commented before. Finally, he checked the memory leakage of the project.

3. Tell us about your experience in your first collaborated software development through this project – what was working and what wasn't. If you are a one-person team, tell us what you think may work better if you had a second collaborator working with you.

   The only problem we had during the project was to collaborate some parts in the middle of the project since we did the code we added to the project without adding comments at the beginning while working on our own. In the later parts of the project, we corrected this mistake, and the project development process became much easier. Other than that, the option of having someone to brainstorm with made the process much simpler and more fun. We found that we were most successful when working together in person or through a call, initially we worked independently but found our code often didn't work out.