

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number aaaaaa

Your Name Alexander Gascho

Your Team Member's Name Joey McIntyre

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.
 - Iteration 0: I met with my partner and we reviewed the project manual and looked over the skeleton code, and discussed the ObjPos class, completed the required special member functions, and distributed the work
 - Iteration 1B: I was responsible for porting many of the features from PPA2 and PPA3 into the GameMechs class. This included features such as board size initialization, input collection, and exit/lose flags. This also involved instantiating a GameMechs object in Project.cpp and adding some of the GameMechs draw logic and input collection as well.
 - Iteration 2A: I was responsible for creating the objPosArrayList class by first creating it in the provided test suite, and ensuring that it passed all test cases before implementing it into the rest of the project. Part of this process was creating error handling which throws exceptions.
 - Iteration 3: This iteration was a collaborative effort. I was responsible for the array list snake body implementation and the death check. This involved porting the objPosArrayList wherever objPos was used previously and modifying the code to work with an array list instead of a single objPos element. For the death check I created the CheckSelfCollision member function on the Player class and implemented it in the MovePlayer function with the associated exit/lose flags.

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Iteration 0: This iteration was a collaborative effort which we completed in person (See 1. Iteration 0 for details).
 - Iteration 1A: Joey was responsible for the Player class implementation and porting over the FSM model from the PPAs.
 - Iteration 2B: Joey was responsible for random food generation which he implemented within the GameMechs class and added to the DrawScreen in Project.cpp.
 - Iteration 3: This iteration was partially collaborative (we discussed the iteration and dividing the features amongst ourselves). He was responsible for snake food consumption and growth within the Player class

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.

Overall, my first collaborative software development experience in this course was a success. Joey and I were able to work together very efficiently since we frequently communicated with each other and fairly distributed the work load. Even "individual" parts of the project were still a collaborative effort since we were able to give each other advice and brainstorm solutions.