COMPENG 2SH4 Project – Statement of Contribution

Your Group Number: aaaaa

Your Name: Joey McIntyre

Your Team Member's Name: Alexander Gascho

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.

   - Alexander and I met up to complete iteration 0 together, which was just getting familiar with the skeleton code provided, completing the implementation of objPos, and splitting up the work evenly.
   - I completed iteration 1A, which was the implementation of the player class. This was essentially making it so that the players movement could be controlled (similar to PPA3)
   - I then completed iteration 2B, which was the random food generation. This involved me coding the random food generation in any location within the boarder except for overlapping with the player. I set up "f" as a debugging key to test the food generation to make sure it worked.
   - Then Alexander and I completed iteration 3 together. I implemented the collision check and the growth of the snake when it collides with food.

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

   - Alexander helped with iteration 0 as we did it together in person.
   - Alexander then completed iteration 1B, which was deploying the game mechanism container class.
   - He then completed iteration 2A which was deploying and validating objPosArrayList functional class.
   - Then from iteration 3A, he implemented the death check and snake body implementation using array list.

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.

   This was my first ever experience with collaborated software development. I think it went pretty well. My partner and I did a good job at communicating (which I think was the most important part of this project) and we split up the work well. One moment that stands out to me is I was struggling with implementing the snake body growth when colliding with food, and I couldn't figure out why the snake was only growing certain times when eating the food. This is where

having a partner was super helpful because I was able to reach out to him and he helped me fix the issue.