

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name: aaaaaa

Your Name: Sofian Khan

Your Team Member's Name: Kathy Zhu

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 worked on 1B which contains the game mechanics files in which it helped create the board of the game and other mechanics such insert head, insert tail, increase score and so on.
- I also worked on 2A – which is objPosArrayList file
- And minor fixes with Food.H and player file

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

- Part 1A working with the player class and creating the player movement
- Part 2B working with the food generation.
- Part 3A,3B,3C OOD design

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.

We communicated on what part we were going to do which made it easier to focus on the specific part, we communicated to each on what part we finished so we knew the progress of the overall project. I had trouble working with the 3rd iteration, so my partner helped and assisted me which was very beneficial. All of our communication was online with no in person meeting which made it harder for us to explain any issues or fixes we encountered during the project.