

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Name \_\_\_\_\_ aaaaaa

Your Name \_\_\_\_\_ Kathy Zhu (zhuk50)

Your Team Member's Name \_\_\_\_\_ Sofian Khan (khans294)

**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 1A
  - Iteration 2B
  - Iteration 3 OOD
  
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 1B, gamemechs file
  - Iteration 2A, objPosArrayList
  - Fixes to Food and Player files
  
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 sections that were being split worked well; we each were able to look at the outline and choose a split that was as fair as possible with what we believed we were capable of doing, as well as what we believed was a fair and similar level of difficulty between both of us. It was a little annoying at times to have to wait for each other, as neither of us enjoyed using the merge editor, so if one person was working on Project.cpp or we were both working in the same class, one would have to simply wait until the other person was finished or we would have to choose who had to use merge editor after. It was also nice to have another person, as I had to help my partner with issues in iteration 3 and there was someone else to check mistakes that I had made and hadn't noticed.