COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   ___Abandon_____

Your Name   ___He Zaiyou_____

Your Team Member's Name   ____Marc Cosma_____

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 primarily worked on Iteration 1B and 2B. I refactored the PPA2 and PPA3 code into the GameMechs class, implementing game board size management, input handling, and game mechanics such as exit and score tracking. Also, I focused on designing and implementing the Food class to handle random food generation for multiple food items, integrating it with the game board and ensuring no overlap with the snake's body. After completing these iterations, I worked with my partner to debug and test the program for functionality and correctness.

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 handled Iteration 1A and 2A, where he converted the initial procedural C code into the Player class and developed the basic game mechanics. He worked on player movements, direction changes, and interactions with the game board. After we completed our parts, we spent time together testing the game and fixing bugs to make sure it all came together well

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.

   As a team, our work on this project progressed smoothly overall. He focused on Iteration 1A and 2A, while I handled Iteration 1B and 2B. This task division helped us make steady progress. Joint debugging was effective in catching errors, but we sometimes faced challenges in seamlessly merging our respective parts. Better early coordination on naming conventions, as well as on the logic and application of pointers, would have made things easier.