COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   alsamml-seetk

Your Name   Lulwa Al-Samman

Your Team Member's Name   Kaia Seet

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 collaborated on iteration 0 , the objPos class.

I was developer 1, so I worked on iteration 1A and 2A:

- Player Class
- ObjPosArrayList Class

I collaborated to complete all three features of iteration 3, as well as the bonus, and reviewing all parts of the code while adding comments and improving structure.

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 collaborated on iteration 0 , the objPos class.

My partner was developer 2, so she did iteration 1B and 2B:

- GameMechs Class
- Food Class

My partner collaborated to complete all three features of iteration 3, as well as the bonus, and reviewing all parts of the code while adding comments and improving structure.

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.**

What worked well:

Splitting into different tasks (developer 1 and 2) worked very well and was very time efficient. In some cases, one of us had to explain to the other what the iteration did, and that still made us aware of iterations we were not responsible for coding. Simply pushing and pulling allowed us to view the updated changes to the project. It also worked well because we were mostly coding on different files so were able to work on the project the same time, without having pulling and pushing issues where we would have had to merge.

What did not really work well:

In the collaborative part, what didn't work was being able to code at the same time as my partner on separate laptops, because the software does not do real time updates and we continuously had to push and pull. Even when pushing and pulling, we were not able to do so if working on the same file simultaneously. This caused us to be able to only work on one laptop at the same time and interchanging the person who was coding, which was less time efficient. Personally, I found it a bit hard to focus when I was not the person typing the code.