# COMPENG 2SH4 Project – Statement of Contribution

Your Group Name          ___alsamml-seetk_____

Your Name                __Kaia Seet_____

Your Team Member's Name  __Lulwa Al-Samman_____

**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.

    - Completed iteration 1B – gameMechs class
    - Completed iteration 2B – food class and refactoring random generation algorithm from PPA3
    - Collaborated with partner for implementing objPos class in iteration 0, as well as all features of iteration 3 (snake body movement and growth, food consumption, and snake death)
    - Collaborated on the bonus feature – implementing food bucket and modifying/debugging our code

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

    - Completed iteration 1A – player class
    - Completed iteration 2A – objPosArrayList class with testing
    - Collaborated with partner for implementing objPos class in iteration 0, as well as all features of iteration 3 (snake body movement and growth, food consumption, and snake death)
    - Collaborated on the bonus feature – implementing food bucket and modifying/debugging our code

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.

Overall I had a very enjoyable experience collaborating on the project and I learned a lot through working with my partner. For iterations 1 and 2, which we worked on independently, we coordinated who would work on specific files at given times to prevent merge conflicts. For iteration 3 and the bonus task, we decided to work together either in person or online, which was helpful in ensuring we both had a good understanding of all the code. It was nice to have multiple perspectives when debugging, as we were able to discuss and consider different solutions.