

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Anything Works Got it

Your Name Ali Akbar Rizvi

Your Team Member's Name Di Wang

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.

Worked on **objPos.h** and **objPos.cpp**: Defined and implemented the object position class for managing coordinates

Developed **objPosArrayList.h** and **objPosArrayList.cpp**: This class creates an array list for storing multiple object positions.

Worked on **Gamemechs.cpp** and some parts of the **Project.cpp**

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

Worked on **player.cpp** and **player.h**: Designed and implemented the player class, managing player attributes and actions.

Worked on **Project.cpp** and the bonus part of the project.

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.

This project was my first time working with a partner on software development. It was both rewarding and challenging. We divided tasks clearly and communicated well, which helped us make good progress. However, sometimes we had trouble syncing our code, which caused some issues. Keeping each other updated more frequently about the progress we have made in the project could have improved our teamwork.