COMPENG 2SH4 Project – Statement of Contribution

Your Group Number   Arnav and Aryan   (team name)

Your Name   Arnav Goel

Your Team Member's Name   Aryan Karnati

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.

Listed below are the parts that I have worked on

Iteration 1B:

- Holding input from user
- Initialize exitflag
- Initialize loseflag
- Initialize score
- Initialize boardsizex and boardsizey
- Gamemechs constructor
- Gamemechs destructor
- Getexitflagstatus()
- Getloseflagstatus()
- Getinput()
- Clearinput()
- Getboardsizex()
- Getboardsizey()
- getScore()
- incrementScore()
- initialized object gamemechs as myGM, implemented gamemechs to process input and move player around identically to PPA2

iteration 2B:

- generateFood(blockoff)
- getFoodPos()
- Implemented food position into project.cpp to mimic PPA3

Iteration 3:

Feature 1:

- Implemented snake body movement using objposarraylist
- Ensured wraparound logic, and movement was correct.
- Revamped project.cpp to account for the size of player being a list rather than an objpos

Feature 3:

- Implemented snake death check inside of moveplayer()
- Sets exitflag and loseflag to true if collision happens
- Added special message for if the player loses

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 0:

- objPos Destructor
- objPos Copy Constructor
- objPos Assignment Operator

Iteration 1A:

- Enumeration Direction
- Player Constructor
- Player Destructor
- objPos getPlayerPos()
- updatePlayerDir()
- movePlayer()

implemented pointer in project.cpp and destroyed in cleanup

Iteration 2A:

- objPosArrayList() Constructor
- objPosArrayList() Destructor
- getSize()
- insertHead()
- insertTail()
- removeHead()
- removeTail()

- getHeadElement()
- getTailElement()
- getElement()

ensured all test cases were passed

Iteration 3:

Feature 2:

- implemented code to check whether head overlaps with rest of body
- implemented code to make sure food does not spawn on top of the snake's body

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.

I had an overall amazing experience in my first collaborated software development project. It was amazing to have someone who you could communicate and brainstorm with and made problem-solving much easier. Furthermore, it made tasks quicker to accomplish due to having double the manpower. Aryan and I would always work on the project together, which allowed us both to have a very deep understanding of our code, helping us quickly advance through the workload.