COMPENG 2SH4 Project – Statement of Contribution

Your Group Number   Arnav and Aryan

Your Name   Aryan Karnati (karnatia)

Your Team Member's Name   Arnav Goel (goela26)

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.

Below are the parts of the program I have worked on which have been sectioned off into each iteration and each specific function I have contributed to. Including what is listed below other parts of my contribution include debugging of the entire program, testing all functions for correct output, and code clean up/ commenting to improve readability.

Iteration 0:

- objPos Destructor
- objPos Copy Constructor
- objPos Assignment Operator

Iteration 1A:

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

Iteration 2A:

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

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

Iteration 3:

Feature 2:

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

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

Below are the parts of the program my partner has worked on. Everything has been sectioned off into each iteration and then into each function he has contributed to. Including what is listed below my partner played a big role in debugging and improving the logic of our program to run more effectively without errors.

Iteration 1B:

- GamesMechs() Constructor
- GameMechs() Destructor
- GamesMechs() Copy Constructor
- getExitFlagStatus()
- getLoseFlagStatus()
- getInput()
- clearInput()
- getBoardSizeX()
- getBoardSizeY()
- getScore()
- incrementScore()

Iteration 2B:

- generateFood()
- getFoodPos()

Iteration 3:

Feature 1:

- Implemented the code for moving the snake and increasing the size of the snake

Feature 3:

- Implemented code for detecting when the snake hits itself and the game ends because of a flag

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.

For my first collaborated software development project I found it to be an amazing experience. My partner and I worked effectively to complete the project in an acknowledgeable time, and we learned many things throughout the process. One thing that worked for our team was working together on every task. Even though some tasks were individual, as a team we still talked about every piece of code we wrote so we were always on the same page. There was never any confusion on what needed to be done or why one of us was coding something, being on the same page greatly contributed to our success.