

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Athar's Disciples

Your Name Youssef Bakr

Your Team Member's Name Sheikh Zaina

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.

- Integrated inputs, game mechanics, and basic skeleton of scoring system using gamemechs and player classes within iteration 1
- Created and tested the objPos array list within iteration 2
- Integrated the snake length, body growth, and score update to the snake within iteration 2 (as well as the game over condition)
- Integrated portion of the bonus (more specifically the length increasing differently depending on the food)
- Added non-project based additional features (utf-8 characters, non-blinking cursor)

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

- Added in crucial features used in ppa's and integrated it into snake project for iteration 1 as well as the basic movement of character and printing of board
- Implemented the mechanics behind the basic food objects and methods which pertain to the food class (including contribution to snake growth)

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.

Generally speaking, the one part that worked the best is utilizing GitHub's various features to more efficiently have two people working on the project at the same time. Me and my partner worked on our own branch, then had occasional pull requests from one branch to another, allowing us to more

easily keep track of updates as well as differentiate between the specific changes each person was making.

The main problem I found was that our schedules at many times did not align, which meant our collaboration within the project was partially hindered. This led to the project taking more time than expected.