COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   bacopulj-assafa2

Your Name   Arther Assaf

Your Team Member's Name   John Bacopulos

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.
   - My partner and I worked on different classes. I was responsible for the Food class, while also helping out with the player class and GameMechs class.

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

   My partner was responsible for the classes of objPos, objPosArrayList, and the Project functions – i.e. drawScreen, Initilaize, etc. while also contributing to the GameMechs class.

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 helped me learn what it's like to work on a project with another contributor. A major challenge I faced was making it so he could see my changes and I could see his, as merging changes in Git was not something I was entirely familiar with. Whether it was pulling or pushing changes I always ran into some sort of delays or errors but after thorough communication with my partner we were able to figure it out. Despite these obstacles, the project was a rewarding learning experience and I'm happy with what I've learned about working with another contributor.