

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number Baja Blasters

Your Name Sotheara Eng

Your Team Member's Name Justin Wei

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.
 - Entire Object array list class (iteration 2A)
 - Entire Food class (Iteration 2B and bonus)
 - Move Player, self collision and food collision (iteration 3 and Feature 2)
 - Little bugs

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Player Class (Iteration 1A)
 - Gamemech class (Iteration 1B)
 - PPA3 Code refactor
 - Changed the player into an object array list instead of an objpos object
 - Implemented the random speed on special food collision
 - Scoring and general code polishing (comments, game texts and winning/losing text/conditions)

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.

It was honestly very good. My partner was very cooperated and eager to get his iterations and contributions working. He understood what was required to be done and made sure it was done properly. He also knew how to pull his own weight which is evident in his contributions.