**COMPENG 2SH4 Project – Statement of Contribution**

Your Group Number Baja Blasters

Your Name Justin Wei

Your Team Member’s Name Sotheara Eng

**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.

* Iteration 1a (Player class)
* Iteration 1b (GameMech class)
* Imported PPA3 code into project.
* Helped a bit in iteration 3: I changed objPos to objPosArrayList in Player class and main project file.
* Fixed a bug where food would spawn on the snake.
* Added a speed function where snake speed would change when it eats a special food.
* Scoring system and cleaning the code up.

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

* Implementation of the objPos and objPosArrayList classes (Iteration 2a)
* Iteration 2b
* Most of iteration 3: Everything except for what I did (as mentioned above)
* Above and beyond features.
* Oscillation of the special food character
* Many, many bug fixes.

1. 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.

**My experience on this project was very good. My partner knows a lot more about coding and has a lot more experience coding than I do. He did a lot of the difficult and back-end things that allowed my contributions to work.**