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

Your Group Name best team ever

Your Name Sarangi Srikantha (srikas15)

Your Team Member’s Name Anjali Flora (floraa1)

**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.

* Worked on iteration 1A and 2A
* Worked with partner on iteration 3
* Completed objPosArrayList class, as well as player class.

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

* Worked on iteration 1B and 2B
* Worked together on iteration 3
* Completed GameMechs class as well as objPos class.

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.

The collaborative experience working on this project went smoothly and was extremely efficient. I found working with my partner very beneficial, as being able to think out loud about different approaches and ideas with someone else made the project a lot easier to work through, and also made it much easier to debug and solve various issues that came up. The only criticism I have is about finding the time to meet each other to work on the project, as we both have contrasting schedules. This dragged out the time it took to get the project done, and also made it more stress-inducing when an issue did arise and we could not solve it. However, we still managed to find the time and finish the project together, so this wasn’t a big issue.