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

Your Group Name \_\_\_\_\_Bestises\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Your Name \_\_\_\_\_Samuel Li\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Your Team Member’s Name \_\_\_\_\_\_Leo Jiang\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**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.

I competed both objPos and objPosArrayList Classes. I finished Food class and added many methods and variables. I Contributed to every class except for FoodBin. I wrote the Logic for drawScreen, and Snake Adding. I also troubleshooted an error in which the snake grows exponentially. I wrote Debug methods, such as manually incrementing Snake size without eating food. I implemented a collision detection system in GameMechs. After that, I implemented a food generation randomizer, which generates two kinds of food items, and checks whether a space is occupied by a snake. I then implemented a food detection system, that grows snake by 1 each time the snake eats food.

1. 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 an integral part of implementing Object Oriented Design. My partner Ported many Logic implementations into objects. The complex nature of GameMechs is the result of my partner porting designs into GameMech, where the logic used to be in Project.cpp. Leo created the effects of some food objects, like how ‘s’ shrinks the snake to zero, and ‘\*’ as the standard food item. Leo wrote Foodbin class, and wrote the entire bonus section of the code. Leo wrote much of the Player Class. He added many new methods to GameMechs, and structured the code to run all within GameMechs.

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 collaborating with my partner was very positive. I was very motivated to do the best I can. When we see each other’s changes when I git pull, I am always amazed at the number of changes, and when I push my changes, I am always proud to text my partner to test it out. The only bad thing about collaboration is change conflicts. It gets very confusing who did what and what was done, and can easily panic me, thinking I might have deleted important work.

I do not think I would work better with 2 partners considering the scale of the project. I feel like there would be many more edit conflicts if that is the case, and would be hard to coordinate between three people.