

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name bits not bytes

Your Name Bacem Karray

Your Team Member's Name Minhaz Rakin

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.
 - Completed Iteration 0, 2a, 2b, part of 1b, and the scoring system in Iteration 3.
 - Developed the objPosArrayList class, the generateFood and getFoodPos methods.
 - Developed the GetInput, RunLogic and Initialize functions, as well as the DrawScreen function logic.
 - Made the game over screen.
 - Did a final sweep of the code and removed anything that went unused.

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 completed Iteration 1a, and the 3 features of Iteration 3.
 - Helped trouble shoot bugs that I encountered in Iteration 1, as well as implement some code of his own
 - He developed the Player class, objPos class, and a good chunk of the GameMechs class.
 - He implemented the general structure of the DrawScreen function, and tweaked the Initialize function.

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.

Collaborating with a partner for this project was great. Because we both came into this project with our own PPA code, it allowed me to compare my code with my partner's and see whose is

better and more organized, letting me clearly see where my strengths and weaknesses are when it comes to structuring code. It also allowed me to develop experience with git conflicts and communicating with a team to resolve these issues. Until now, I had mostly worked on solo projects, and any group projects I did do (from Hackathons), we were all working on separate files entirely, with no dependencies on each other up until the end. This project let me gain insight into how it will be like to program in the industry, and I really appreciate gaining that experience.