

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Number                      Chen's Fan Club

Your Name                                  Preston McMann

Your Team Member's Name      Katarina Rakulj

**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.

We both completed iteration 0 together so we both had a solid understanding of the objPos class. I took on Developer 1 in Phase one focusing on making the game mechanisms class with the score system, input, etc. For Phase 2, I took on Developer 2 tasks of creating and refining the object position arrayList class. This included creating functions to such as clear() and contains() to increase functionality of the code. In Phase 3, I created the array integration to deploy the snake body movement. Finally, for I implemented the bonus feature of making a special food in the food class to add 50 points to the score if interacted with the snake.

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

Phase 0 we both did together. Phase one she implemented the FSM from PPA3 using an updated OOP approach and dealt with boundary case conditions in the moveplayer class. Phase 2 She implemented the food class, created the logic for the random food position generation so it met the requirements of not hitting a player or border. Phase 3 she helped develop functions checkFoodConsumption, increasePlayerLength, and checkSelfCollision to be used in movePlayer(). In the final stage she added documentation to the code and cleaned up to improve legibility of the project.

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.

This project went very well as we weren't required to be working simultaneously on the code. This meant we weren't waiting on a person to finish their section until the end of the project where the work was done together. It also helped to get a second opinion on the code as everyone has different perspectives which often leads to a creative solution. There weren't any issues working with my partner. The work was done on time and were committed to finishing the

project ahead of the due date. When dividing the work we played to each others strengths of who was more comfortable with what which made the project run very smoothly.