

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number _____

Your Name Edward Zhu

Your Team Member's Name Chisom Marcus-Chidozie

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 1B: I completed the gamemechs class with added feature of changing speed
 - Iteration 2A: I completed the objposarraylist test suite and copied it over to the project
 - Display board: My group member and I did the display board pretty much half and half, if one person had a bug, the other would try to fix it
 - Game ending conditions and statements
 - Commented on my parts of the program

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Iteration 1A: He completed the player class
 - Iteration 2B: He completed the random food generator within the gamemech class
 - Display board: He got the player moving and the food generating
 - Commented on his parts of the code

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.

I think this was overall a great project that simulates what it would be like if we were doing a big coding project in a real job. We each had clear targets and deadlines that we followed well, and we didn't hesitate to communicate and ask each other questions when stuck.