

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name _____ Chloe & Paula _____

Your Name _____ Paula Medina Diaz _____

Your Team Member's Name _____ Chloe Chung _____

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 worked on iteration 0, 1b and 2b of the project.
- The classes I worked on and completed were the GameMechs, ObjPos (iteration 0), Player class.
- GameMechs Class:
 - o Additional Features:
 - Added methods for winning the game, and modifying the score
 - getWinGameStatus (), setWinGameFlag (), and SuperScore ()
 - Changed the food from objPos to an ObjArrayList data member to generate a list of 5 food elements. Modified generateFood () according to this new change.
- Player Class:
 - o Additional Features:
 - Modified checkFoodConsumption() method by adding conditions within loop.
 - Created another method getNextHeadPos() to make additional feature easier to modify in program.
 - Modified movePlayer() method by implementing winning conditions and the getNextHeadPos() method.
- Main Logic:
 - o Worked with partner to complete the main logic, specifically the GetInput, CleanUp and DrawScreen functions.

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 worked on iteration 0, 1A, and 2A of the project.
 - The classes she worked on were mainly ObjPos (iteration 0), Player, and ObjPosArrayList.
 - ObjPosArrayList:
 - o Robustly implemented and checked correctness of this class using the testcase file
 - o Once the tested class was completed, she implemented test class into the project files
 - Player:
 - o Iteration 3:
 - Implemented logic for movePlayer(), checkFoodConsumption(), increasePlayerLength () and checkSelfCollision() methods
 - Main Logic:
 - o With partner, completed the functions found in the main loop, specifically logic for the Initialize, RunLogic, and DrawScreen functions.
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.

Overall, I enjoyed working with a second collaborator for this project. It was especially helpful to work with someone else on iteration 3. By working together, we helped each other understand the program on a deeper level and contributed to different ideas on how to approach challenges. In addition, I feel like I was able to learn much more about the C++ ODD approach by collaborating with my partner because if I did not understand something, my partner would understand and teach me, and vice versa. One thing I found challenging was scheduling meetings with my partner due to our conflicting schedules.