COMPENG 2SH4 Project – Statement of Contribution

Yo	ur	Group Number		
Your Name			Dhruv Bagga	
Your Team Member's Name			Manav Patel	
			contribution without discussing it with your project partner, i.e., concise (at most one-and-a-half page). It has three parts:	
1.	yo cla	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.		
Му	/ pai	tner and I used the workflow the	at was recommended. I took the role of Developer 2.	
	-	Iteration 1: I worked on the sin PPA3	gle segment movement and the transplanting of the FSM from	
	-	Iteration 2: I worked on and va	lidated the object position array list.	
	-	Iteration 3: I worked on the sna	ake body implementation and snake food consumption.	
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 1: He worked on the i methods to objPos for further i	nput system, the score system, and added the new required mplementation.	
	-	Iteration 2: He worked on the f	ood objectives and its validation	

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.

Iteration 3: He worked on collision detection, the scoring system and game over condition.

The course of this project went very smoothly because my teammate Manav and I both did our jobs well. Throughout the project, we were constantly communicating changes made and helped each other get through parts of the program that we struggled on. We combined perspectives to find the most effective approach to different iterations in the assignment. Though the process between us as teammates was very effective, having to go through the git pull and commit process reduced our efficiency as we both couldn't work on the code at the same time, but we worked past this and completed the program effectively.