

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number _____ const students team[2];_ _____

Your Name _____ Fiona Douglas_____

Your Team Member's Name _____ Agrata Pathak_____

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 0
 - o Created = operator and destructor functions
 - Iteration 1A
 - o Developed player class and drawScreen() function in main program
 - Iteration 2A
 - o Created and tested objPosArrayList class
 - Iteration 3
 - o Incorporated the objPosArrayList class into main program, changed functions in player and food classes to make the snake an arrayList instead of one position
 - o Checked if snake ran into itself, added game over condition if it did
 - Bonus
 - o Added special food
 - o Changed food to be a list of 5 food positions, modified functions in the food class to work with array list

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 0
 - o Created default constructor and copy assignment functions
 - Iteration 1A
 - o Developed gameMechs class and game logic loop in main program
 - Iteration 2A
 - o Created food class, drew food on the game board, helped me debug my objPosArrayList
 - Iteration 3
 - o Made snake movement logic, made snake eating food logic

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.

Using github was a bit confusing; we had issues with not knowing how to merge properly and that created discrepancies in our code we needed to debug.

Our communication was good and we worked well together, but we should have made a project timeline with goals for what we wanted to program each day so we weren't procrastinating as much or waiting for the other person to finish a part.

When we were testing or debugging a part of our code there wasn't much for the other person to do because we couldn't push our buggy code to github. We should come up with a more efficient method so we can both debug at the same time.