

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name `const students team[2];`

Your Name _____Agrata Pathak_____

Your Team Member's Name _____Fiona Douglas_____

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.

Within iteration 0, I worked on the objPos class destructor and copy constructor to complete the rule of 6/minimum 4. Additionally, I worked on Iteration 1B which was completing the gamemechs class to access basic game mechanics. Within the gamemechs class I completed the public member functions as per their functions as well as implemented the optional copy constructor and copy assignment operator. These consisted of collecting input within the getinput() method, and making sure the input processed results in the correct output. Next, I created a separate Food class for iteration 2B. I altered the random food generation from PPA3 to adapt with the required features for the Project. I also worked on feature 2 where it checks for food consumption and inserts a snake head. Finally, throughout my contribution, I used debugging messages and keys to verify the function of the code as well as assisted in debugging pieces of code.

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

For iteration 0, my partner completed the game board in the draw screen function as well as created the copy assignment operator. They did iteration 1A so the player can move within the game board and update player direction with the respective keyboard inputs. They also worked on iteration 2A that consisted of completing and validating the objPosArrayList as well making sure all test cases passed with minimum errors and crashed within the program. Next, they completed the first feature which adds and removes the tail/head of the snake as well as the final death check and above and beyond features. They also assisted me in debugging the second feature when there was a segmentation failure.

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.

The collaboration through Github and pulling, merging, and pushing was efficient at times and made collaboration easier. Sometimes, it would cause conflicts but we overcame that with ease. Working on an

OOD project assisted my understanding of classes and the way objects interact within the program.
Overall, I think it was a fun and useful collaborative software development as I learned and enjoyed the process.