

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Control+Alt+Elite

Your Name Eric Whitehead

Your Team Member's Name Stefan Risca

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 (ObjPos Class)
- Iteration 1B (GameMechs Class)
- Iteration 2B (Updated GameMechs Class)
- Iteration 3 (worked together in person)

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 (Player Class)
- Iteration 2A (ObjPosArrayList Class)
- Iteration 3 (worked together in person)

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.

This project certainly reinforced the importance of proper code commenting and communication. It was important for me and my partner to understand what the other was working on at any given time so it was vital for that information to be clear and concise. One thing that wasn't working so well was that moving on to my next section of the code required me to wait for my partner to finish their section. This was somewhat annoying but is just the reality of working in parallel on a team project.