

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name cool beans

Your Name Abigail Rivera -rivera8

Your Team Member's Name Kristina Mouzakitis -mouzakik

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.

My contribution to the project has been split into around half of the project work. Kristina and I wanted to split the workload evenly and had split our work given the Recommended Workload breakdown. The parts I was given was Developer 1 for Phase 1 and 2.

Phase 1:

- Under Project.cpp
 - o GetInput function (Input Collection)
- GameMechs.cpp and GameMechs.h
 - o Given constructors, destructor, getters and setters
 - o Additionally, getters and setters (getPoints, setPoints, generateFood)

Phase 2:

- For food generation
 - o foodPos array list generation
 - o random food generation logic in Player.cpp
 - o food printing in Project.cpp

Integration

- score system update for food
- initial food generation and printing at the beginning of the game
- food generation after collision
- Printing messages (player position, food positions, score and score legend, game over print statement)

Bonus

- Generation for more than 1+ food item
- Random generation for all food items
- Printing for all food items
- Score update for all food items and collisions

To note, Kristina had done a lot of the base game code logic and important implementation of objPos and objPosArrayList. I had done a lot of key features such as game mechanics, user-friendliness, and bonus features.

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

Kristina had taken the other half of the work. Such as the preparation, Developer 2 for Phase 1 and 2 and most base features in integration. Kristina did a lot of important work with base game logic (the snake/player) and important implementations of objPos and objPosArrayList.

Preparation

- objPos implementation

Phase 1 and Phase 2:

- printing the game board, initializing and deleting heap members
- Player.h and Player.cpp
 - o How the player moves, board game/player wraparound logic
 - o Constructors, destructor, anything additional, getters and setters
- objPosArrayList
 - o printing player on screen
 - o Constructors, destructor, anything additional, getters and setters

Integration

- Anything to do with the snake body (Correct snake movement, snake generation, snake collision and game over condition)

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.

Working in my first collaborative software development was much easier than expected. Kristina was a very good partner and proficient at C/C++ and always did her part in the project. The use of the GitHub repository made the project very easy to combine code as well. The combination of a good partner and a collaborative workspace made the project very easy to combine. The project experience was not what I expect in a good way, given that everything went smoothly. If I was a one-person team, I believe having a second collaborator would help make the project less stressful. Given this project, and if I ever had to work on a project alone, having an extra collaborator takes a lot of the stress and workload off the project. It would help the time needed to get the project done, and the workload of the project to decrease per person. Having a second collaborator would help efficiency and workload.