

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number cool beans

Your Name Kristina Mouzakitis - mouzakik

Your Team Member's Name Abigail Rivera - rivera8

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.

I implemented iterations 0, 1A, 2A, and 3. This included the adding the minimum four to the objPos class and creating both the Player class and objPosArrayList.

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

My partner implemented iterations 1B, 2B, and the bonus. This included the creating the GameMechs class and working within the main project file to implement the score and food output elements.

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.

My experience in my first collaborated software development was extremely positive. With the split-up developer tasks, it was simple to work separately for the first 2 iterations, then take turns to implement iteration 3 and the bonus. This made it easier for each person to only focus on specific parts of the game, such as either food generation or player movement. Overall, the entire project went smoothly, and every task was able to be completed efficiently and well. The only limitation of collaboration was finding time to meet in person with our very different schedules, so most work had to be done separately with online communication.