COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   Cup drink

Your Name   Bosco Tsang

Your Team Member's Name   Kerolos Girgis

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.

    - Development of the objPosArrayList class
    - Implementation of said class into food and player class
    - Collision detection for food and self collision
    - Food class and its generate food functions

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

    - Player class development
    - Game mechanics class development
    - Draw routine to display the game itself
    - Helped with food class implementation

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 first collaborated software development throughout this project was a positive experience overall. A lot of learning happened, specifically with the git push pull commands and how git and github works in general. I would say one thing that worked really well for me and my partner is working on the project in person/virtually so we have direct communication and we know what each other are working on and can lend a hand if necessary. This eliminated risks of redundant work, miscommunication, and overall creative and technical differences and difficulties.