COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   December 2024 Dropouts

Your Name   Marven Denha

Your Team Member's Name   Matteus Jedryk

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.

   - objPosArrayList Class{}
     -Implemented all the necessary functions to make the class function as intended
     -Debugged issues caused by functions in class
   - GameMechs Class{}
     -Implemented the GenerateFood function and made sure of its functionality everywhere used.
   - Player Class{}
     -Implemented the constructor and destructor and updated them through iterations
     -implemented the collision code for both self collision and food collision in move player function
   - Project main{}
     -most functions were done in a team effort by updating the file while working on other class and using PPA3 as template
     -collaborated mostly on the draw screen
     -had some touch-ups on most 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.

   - objPos Class{}
     -Implemented all the necessary functions to make the class function as intended
   - GameMechs Class{}
     -Implemented all the necessary initial functions to make class functional and work as intended.
   - Player Class{]
     -implemented most functions in class like update direction and move player.
   - Project main{}
     -most functions were done in a team effort by updating the file while working on other class and using PPA3 as template
     -did most of the clean function/ did the lose and quitting condition statement

-had some touch-ups on some functions and made the program more game like

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 was a fun and enjoyable project to work on specially in a team of two, it helped me make my communication skills better on a two person's team. Also, this project taught me and my partner better methods to split work in to be more efficient and be more productive in our work sessions since we only had limited time working together in person. At the start of the project, it was hard making a team plan to finish the project since all the classes are related to each other so a solution me and my teammate had was that we study the classes made and check which ones would be better to finish up first using the recommended workflow. Another thing that gave me hard time was understanding what each function in a class does at first in the template, and I lacked code understanding skills which made it hard understand what my partners code does without him explaining it to me. The reason I enjoyed this project is because it replicates how a real work environment would be having multiple people working on a project which helped me improve my team programing skills, and planning skills.