COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   __December 2024 Dropouts_____

Your Name   __Matteus Jedryk_____

Your Team Member's Name   ___Marven Denha_____

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.

    GameMechs File:

    -   Setting up initial game functions
    -   Running the testing plan and making sure they all function accordingly

    ObjPos File:

    -   Implementing destructor, copy constructer, copy assignment constructor
    -   Adding other necessary position functions such as getObjPos etc.

    Player File:

    -   Update player movement and switch cases
    -   Wraparound logic

    Project (Main) File:

    -   Setting up gameboard with necessary characters and instructions in the DrawScreen function
    -   Deleting contents and creating the exit and lose screens in CleanUp
    -   GetInput and Initialize 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.

    GameMechs File:

    -   Generating food function

    ObjArrayList File:

    -   Creating all necessary functions for the array of the player
    -   Debugging if needed

    Player File:

- Collision detection of food and player
- Setting the initial position of the head of the snake
- Adding the destructor

Project (Main) File:

- Setting up gameboard with necessary characters and instructions in the DrawScreen function
- Deleting contents and creating the exit and lose screens in CleanUp
- GetInput and Initialize functions
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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.

Overall, I think that this project went very well, working with a teammate made the coding experience enjoyable. One issue that we did run into early on was deciding how to split the work. Since some areas of the code needed to be completed before others, and there was limited time where we could collaborate together in person, we spent a longer amount of time getting started. But once we were able to get past that initial stage, being able to have another member to give their input and have another set of eyes working with you, allowed for easier debugging and creation of the project.