

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Number                      #define TEAMSIZ 2

Your Name                                  Alex Melnbardis

Your Team Member's Name      Shajijan Narendran

**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.

For the course project, I completed iterations 1A, 2A, and Part 2 of Iteration 3, as well as attempting Part 3 of Iteration 3. Me and my partner both completed iteration 0. Across iterations 1 and 2, I worked on and completed the Player and objPosArrayList classes. In Part 2 of Iteration 3, I worked on adding new features to the Player and GameMechs classes to generate the snake's food consumption and body growth. I also, initially, further worked on the Player class to incorporate the snake death check in Part 3 of Iteration 3, completing it with help from my partner.

In addition to these main iterations, I also regularly reviewed and edited my partner's code where necessary to improve readability, increase code efficiency, add comments, and address any conflicts created or mistakes made when pushing and fetching the latest version of the repository.

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 Shajijam completed Iteration 1B and 2B, Parts 1 and 3 of Iteration 3, and the bonus feature. As such, he completed the objPos and GameMechs classes (including the bonus feature), as well as adding more code to the Player class and Project.cpp (main) file where necessary.

Overall, he focused more on completing each iteration and implementing code to produce a working game as soon as possible, while I, in addition to my previously mentioned contributions, made minor improvements and addressed any bugs he may have produced along the way.

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.

While this wasn't my first time being involved in a group software development project, it went more smoothly than my previous ones. The way the project was set up to allow for each member to initially work independently without conflict worked well, meaning we could work at our own pace and in our own time. We also didn't encounter any team conflicts that hindered our productivity; it was easy to decide who did what sections, and when they should be completed.

The only issue I encountered was my partner sometimes not always fetching the latest version of the repository, which would include changes I made to improve his and my own code, leading to me having to make a new version of the same previous commit(s) again. While this was a minor hindrance, it did not lead to any major amount of time lost.