

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name __Dr. Memory__

Your Name Muhammad Haseeb Aslam

Your Team Member's Name Sammy Abbas

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.
 - Iteration 1B
 - Iteration 2B
 - GameMechs class
 - Food Class (some of it)
 - Player Class (some of it)

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Iteration 1A
 - Iteration 2A
 - Food Class
 - Player Class
 - Iteration 3:
 - Bonus
 - objPosArrayList

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 overall experience of the project was good. My teammate did a lot of the work required later in the project, where I felt a bit weak. However, I feel like everyone felt a bit rushed as we had to complete most important features over the weekend before submission deadline. Additionally, even though knowledge of C directly applies to C++, I still felt a bit uncomfortable rushing right on the project the moment we started C++ classes.

For the development aspect, the first two iterations worked pretty well, as they were mostly related to the PPAs. For iteration 3, I felt a bit stuck in the beginning because I wasn't able to implement the `objPosArrayList` class accurately, which further led to bugs and incorrect mechanisms. However, with the help of my partner, once the `objPosArrayList` was complete, the other two features came through quite nicely, as they just build on top of feature 1.

Lastly, I think there were some really important things I learned from this project which includes OOD from a development perspective, but also about how important it is to effectively communicate with your partner.