

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Name \_\_\_\_\_ Dr. Memory \_\_\_\_\_

Your Name \_\_\_\_\_ Sammy Abbas \_\_\_\_\_

Your Team Member's Name \_\_\_\_\_ Muhammad Haseeb Aslam \_\_\_\_\_

**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.

I worked on Iterations 1A and 2A in the initial stages of the project. I then worked with my partner on Iteration 3 and the bonus. I worked on the objArrayList, Food and Player (collaborative effort) classes. We also worked on the ones neither of us did alone together.

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 worked on Iterations 1B and 2B in the initial stages of the project. He then worked with me on Iteration 3 and he commented the code while I worked on the bonus. My teammate worked on the GameMechs, objPos, and collaborated on the player class with me.

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.

It was a great experience working with a teammate who is as knowledgeable and enthusiastic about completing the project. It was a great experience where we were able to learn about how to work effectively with someone and ensure you are on the same page, so you don't accidentally break the code by both pushing changes. Constant communication was crucial in this project and the experience really showed me how important being on the same page at all times is.