

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name drchen ./IsAwesome.exe

Your Name Lucy Schartner

Your Team Member's Name Erin Herzstein

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 iteration 1A, 2A and 3 (feature 1). As such, I contributed to the Player class and the ObjPosArrayList class.

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 iteration 1B, 2B, and 3 (feature 2 and 3). She developed the Food class and the GameMechs class.

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.*

I liked being able to bounce ideas off each other. Often, if there was something I couldn't figure out, talking with my partner made it easier to come up with the solution.

At times, it could be confusing to figure out what my partner had included in the code, but proper code commenting and communication between partners fixes this. At the beginning, we tried working on the same iteration on both of our computers at the same time, but this did not work. It is confusing to try to make sure you're not re-writing what your partner has already done, and git pull often enough. We quickly found that splitting the work, so we were working on different classes was much more efficient.