COMPENG 2SH4 Project – Statement of Contribution

Your Group Name: drchen ./isAwesome.exe

Your Name: Erin Herzstein

Your Team Member's Name: Lucy Schartner

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 completed the following aspects of the project:
   - Iteration 1B, building on the existing GameMechs Class
   - Iteration 2B, implementing the Food Class with random food generation
   - Features 2 and 3 of Iteration 3, writing code for the food consumption and growth of the snake and implementing the result of the lose condition

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 completed the following aspects of the project:
   - Iteration 1A, implementing the Player Class
   - Iteration 2A, working with and validation the objPosArrayList Class
   - Feature 1 of Iteration 3, writing code to implement the snake body using the arrayList

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.**

   Working collaboratively in software development was fun! It made debugging easier because my partner could catch my mistakes and make suggestions to improve the

succinctness of the code. However, it was very important to communicate effectively, since pushing and pulling the code came with the challenge of deciding whose version to keep. To circumvent this, we got better at commenting our code and explaining to each other what our sections of the program were meant to achieve. Overall, working in a pair was a positive experience, and although challenging at times, I learned new strategies to become a better programmer.