COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   Elden Ring 2

Your Name   Jyotiraditya Pendyala

Your Team Member's Name   Andrew Chai

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.**
   - Finished Iteration 1(b), Iteration 2(b).
   - Iteration 3: Feature 1, updated movePlayer() function to help partner with Feature 2.
   - Finished the bonus implementation.
   - This involved completing the GameMechs and Food classes and updating the Player class and ObjPosArrayList class with multiple new functions for iteration 3 and bonus.

2. **Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.**
   - Finished Iteration 1(a), Iteration 2(a).
   - Iteration 3: Part of feature 2 and feature 3.
   - Beautified the bonus by adding emojis, messages, and score display.
   - Helped fix some last-minute bugs before submission.
   - Developed the Player, ObjPosArrayList, and ObjPos Classes.

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.**

   The biggest challenge with the collaboration was comparing our work against each other. Especially in iteration 3 and bonus where we had a hard time understanding each others code. The same issue with bugs. We also had to build on each others' work so we could not work in parallel. This meant that after each person was done their code, they would have to spend some time explaining to the other person all the changes they made. This felt inefficient and wasteful of the time we had.

   However, a team is still better than one and we were able to complete the project much faster than otherwise as we were able to split our work. Also, having briefing sessions explaining our code to each other made it possible to catch some bugs that we would have missed otherwise. The sessions also helped connect the entire project together and keep us grounded to what we had to do. So

overall, having a partner saved me a lot of time and it also gave me an in depth understanding of my own code.