# COMPENG 2SH4 Project – Statement of Contribution

Your Group Name                fran&steph

Your Name                        Stephanie Hughes

Your Team Member's Name        Francesca Buckley

**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 1B, 2B and iteration 3 part 2 and 3.
   - I worked on the iteration 0 doing the objPos class while Francesca helped with and perfected the drawscreen for the gameboard.
   - I also split the work of the bonus with Francesca.

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
   - Francesca worked on iteration 1A, 2A and iteration 3 part 1.
   - She worked on the drawscreen for iteration 0.
   - She also split the work with me for the bonus.

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 with another person, the project went by a lot faster than it would have alone and was also easier as we could share ideas on things we weren't sure about making it easier and faster to figure out any problems.
   - One thing that was a bit more difficult with a partner was understanding the code they did and figuring out how it worked which took some time.
   - If I were a one person team, something that would work better with a collaborator would be figuring out mistakes, for example Francesca and I were having a lot of trouble with the bonus feature, but because we passed the code back and forth with each attempt it made it easier to figure out the problem as we could build and improve each others code each time.