

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Fran&Steph

Your Name Francesca Buckley

Your Team Member's Name Stephanie Hughes

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.
 - Worked on Iteration 1a, 2a, Iteration 3 Feature 1
 - Implemented drawscreen code for Iteration 0
 - Split the work for the bonus and Peer Evaluation form

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Worked on Iteration 0 (objPos class and set up)
 - Worked on Iteration 1b, 2b, Iteration 3 Features 2 and 3
 - Split the work for the bonus and peer evaluation form

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.
 - My experience working through the project was a very positive experience for me
 - Collaborating allowed us to share the workload and be a lot more productive, staying ahead on our tasks so we were able to manage the tasks efficiently
 - I found a large advantage in collaborating in the bonus especially, as we were able to work on it and bounce ideas off each other, building on each others code
 - If I were a one-person team, it might be easier to understand the code since I am the only one adding to the repository, since in a team, sometimes it takes time to understand the other person's code because they coded it in a different way