COMPENG 2SH4 Project – Statement of Contribution

Your Group Number   Freaky Coders

Your Name   Euan Bohm

Your Team Member's Name   Jack McMillan

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.
   - Iteration 0
   - Iteration 1a + 1b
   - Iteration 2a + 2b
   - Bonus Iteration
   - Review and ensure correctness of all code sections

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
   - Iteration 3 (all features)
   - Review and ensure correctness of all code sections

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 think that OOD made this project a lot easier than if it were simply procedural. This was because I could implement features that Jack created with a class without really worrying about how it worked (as long as it did in fact work). Additionally, Jack and I did not go for the parallel development path, and instead went for a more sequential approach. This means that before he started on one iteration, I would finish the previous one. This meant we could review the current code to ensure our understanding before beginning to add new features, and I think this really helped our implementation. If we were to try this in parallel, it may be more difficult because we would have had to constantly be checking with each other how we were planning on implementing something. The one drawback to this is that this meant one person would have to wait for the other person to be done coding before they could begin. However, because we were both good at communicating when we would be done (and leaving plenty of time for the other person to complete their iteration), this wasn't really an issue.