

# COMPENG 2SH4 Project – Statement of Contribution

Your Group Name gandev1-haides35

Your Name Varun Gande

Your Team Member's Name Mustafa Haider

**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.

My partner and I worked through the given manual instructions and followed the iterations. Based on that, we split the work up evenly through the iterations. My contributions include:

- Iteration 2A: objPosArrayList
- Iteration 2B: Random Food Generation. This involved working in the GameMechs class.
- Iteration 3 – Features 1 & 3: Snake body movement and the snake death check, where the snake dies when it runs into itself causing the game to be over. This involved working in the Player class.
- Adding comments.

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.

Mustafa's contributions:

- Iteration 1A: Setting up Player Class.
- Iteration 1B: Setting up GameMechs class. Using code and logic from previous PPA's.
- Iteration 3 – Feature 2: Snake Food Consumption and Body Growth. He implemented the code for when the snake comes into contact with the generated food, its body correspondingly grows in size. Involved working in the Player and GameMechs classes, as well as updating the game score.

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.

This project was able to be finished smoothly leading my experience to be positive. Our team worked well because we divided the tasks up evenly, thus not having one person do more work than the other, and we were able to communicate easily with each other. To add onto to that, we were able to problem solve together when needed, such as when one of us needed help on an iteration or implementing a certain feature.

If I was a one-person team, this would not be possible as I would be working alone to solve whatever problems I have within my code. This would make the work more time consuming, inefficient, and overall, more tedious. My partner and I were able to go through each others work when we were done each step of the project as well debugging to fix whatever was needed. We also added in the comments together, to also help the other understand what we had implemented.

Lastly, outside of the project due date, having a partner made me more accountable to finish the required work. The reason being is that the project could not move forward if I did not finish my part of the workload, meaning I would be dragging someone else down with me. This helped with motivation, efficiency and time management.