COMPENG 2SH4 Project – Statement of Contribution

Your Group Number gao103_leep46

Your Name Philip Lee

Your Team Member's Name Devin Gao

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.

    - Implemented objPos class by filling in all missing special member functions
    - 1B: Set up game mechanisms: input system, game condition system, score system
        - Done in GameMechs class
    - 2B: Implemented food object- random position generation, validating on game board
        - Done in GameMechs class
    - Feature 2: Snake food consumption and snake body growth (including score)
        - Done in Player and GameMechs class
    - Feature 3: Snake death check (game over condition)
        - Done in Player class

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

    - 1A: Player class implementation: FSM transplant from PPA3, single segment movement
        - Done in Player class
    - 2A: Deploying and validating objPosArrayList functional class
        - Done in objPosArrayList class
    - Feature 1: Snake body implementation using array list
        - Done in Player class

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 through this collaborated software development was surprisingly smooth, surprising mainly because I was working a partner I didn't know. However, we both effectively communicated with each other both online and in-person when checking up and distributing work, setting small deadlines as well.

Both of us managed to finish our part as agreed upon and would make small adjustments when issues would arise. One main issue when working together was how neither of us had DrMemory to detect memory leakages. To combat this issue, I took the initiative to meet Dr. Chen during his office hours to memory check after both me and my partner finished the entire project. Another minor issue was that there would be small issues with pushing and pulling each others code from the repository but was quickly resolved after looking through it with my partner. If I were a one-person team, having a second collaborator would help me with areas that are a little unfamiliar to me. For example, if I were unfamiliar with certain implementations of methods, having a collaborator to help guide me through its implementation steps gives me a better learning experience. Personally, I learn much more in areas that encourage collaboration and hands-on (actual coding) activities.