COMPENG 2SH4 Project – Statement of Contribution

Your Group Name git push

Your Name Nida Siddiqui

Your Team Member's Name Alina Salam

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.

   Throughout the phases of this project, I took on the role of Developer 1. Together, we went through the preparation phase of understanding the model code and going through the implementation of the objPos class. Individually, I worked on iteration 1B and 2B, involving the classes of GameMechs and Food (objPos was worked on together because it was iteration 0). In the GameMechs class, this involved the implementation of initializing variables, score tracking, setting up an exit flag for a game over condition, etc. The Food class involved successfully placing a symbol throughout random coordinates within the grid and ensuring that the symbol does not overlap with any player block. Finally, I completed feature 2 of iteration 3 which involved altering the Player class to implement methods such as checkSelfCollision(), increasePlayerLength() and checkFoodConsumption(), and we worked on feature 3 together which was the snake death condition.. Towards the end of the project, we were both responsible for debugging when errors occurred.

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

   My partner mainly took on the role of Developer 2 throughout this project. This involved working on Iteration 1A, 2A and features 1 and 3 of iteration 3. She worked on transferring PPA code and refactoring the previous C implementation into the C++ OOD implementation in the Player class throughout iteration 1A. Iteration 2A involved validating the objPosArrayList class and feature 1 in iteration 3 that involved the snake body implementation. We worked on feature 3 of iteration 3 together. We also worked on debugging together throughout the phases of the project when we ran into any errors.

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 in my first collaborated software development was positive overall. My partner and I were able to complete the various iterations that we worked on whether they were together or individually side by side, so there was not much need to git push often to give the other partner the updated code – we both knew where each person left off and we would pick back up at that point. It also really helped to split up the iterations and work in phases, because it improved the overall workflow. We were also able to help each other when we ran into errors or were confused about something. One thing that was a bit challenging was having to meet up to ensure smooth workflow. We found that working this way was more beneficial then purely pushing to github and staying updated on the code that way, but meeting in person had its downfalls such as extra time being spent on campus and struggling to keep up with other courses. Overall, it was still a positive experience working on this project.