COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   git push

Your Name   Alina Salam

Your Team Member's Name   Nida Siddiqui

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 contributions to the development of our COMPENG 2SH4 project was in accordance with the developer 2 workflow highlighted in the project manual. First both my team member and I understood the model code together and completed the objPos class. Then we followed along with the briefing video and decided to split up the iterations. This meant that I handled iteration 1A which was transplanting PPA code and refactoring the C implementation into the C++ OOD implementation as a Player class. I also handled iteration 2A which was validating the objPosArrayList class with the test bench project. We decided to split up iteration 3 while I worked on snake body implementation and the snake death condition together. Besides these iterations, I was also responsible for debugging the code with my team member when errors occurred and output messages in the code.

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 project partner's contribution to the development of our COMPENG 2SH4 project was in accordance with the developer 1 workflow highlighted in the project manual. My partner worked on iterations 1B and 2B which involved deploying the GameMechs class and random food generation. My partner was responsible for most of the code in GameMechs and Food. My partner also handled parts of the Player class. We worked on the iteration 0 and iteration 3 together and debugged our code together when needed. Overall, my partner was highly efficient in completing their iterations and both of our contributions resulted in the success of our COMPENG 2SH4 project.

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.

   In my first collaborated software development through this project, I had a great experience working with my partner to create this game. I felt as though we had a good workflow and constant communication that ensured quick solutions upon any issues arising. We decided to work on it side

by side for ease and quickness, which may have been a little difficult since we needed to constantly meet up in our busy schedules. Overall, having a second developer definitely made the project completion quicker and smoother in terms of debugging and multitasking.