

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name goats

Your Name Adeel Ahmad

Your Team Member's Name Shiv Mahida

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.

I worked and helped on the brainstorming and implementation of the food function (2B), which includes the bonuses, game mechanics function(1B), as well as the main logic in the project file (3), as well as the ending conditions, such as win, loss and exit. I also worked and spent time on multiple bug fixes within the objPosArrayList (2A), the main logic of the program (3), as well as with dynamic memory allocation.

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 helped on the brainstorming and implementation of the player function (1A), and the objPosArrayList function (2A), and on the gameMechanics function (1B) as well as worked on a bulk of the project logic of the game in the main project file (3). He also helped and spent time on all of the bug fixes all around the program as well as helped the implementation of the bonus features. He also worked on the successful dynamic memory allocation, allowing for no memory leaks throughout each 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.

This project was a great outlook on how software engineering projects when working with a team may work out. This was a big reality check however, as personally, I have never worked on a coding project at this scale with another person. At first, it was really hard to coordinate, really hard for us to share ideas as we are completely different styles of coders, and hard to schedule as our schedules for work did not line up enough to get time to actually talk deeply. Implementation and building off of another persons code is quite a challenge, however brainstorming, making prototypes and debugging were far easier and less stressful with another body, as the saying goes, many hands make light work. All in all, this was an amazing learning experience for what it would be like in the industry, and a very valuable and ingenious way to bring it upon students.