COMPENG 2SH4 Project – Statement of Contribution

Your Group Name	goats
Your Name	Shiv Mahida
Your Team Member's Name	Adeel Ahmad

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.

    - Iteration 0 (worked on together)
    - Worked on iteration 1A making the player class implementation
    - Implemented the objPosArrayList class in iteration 2A
    - Iteration 3:
        - Added snake body movement
        - Implemented snake consumption and growth
        - Implemented snake death check
    - Above and Beyond features:
        - Converted Food class into object array to return multiple food
2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
    - Iteration 0 (together)
    - Iteration 1B, adding GameMechs class
    - Iteration 2B, random food generation
    - Iteration 3:
        - Connecting food generation to main class
        - Added Game end screen controls
    - Above and Beyond features:
        - Created random generation of 5 foods with a 5% chance of spawning a special item that gives the player 5 points without extending their length.

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 was my first time working on a software development project with a team member and there were many pros and cons to working with a partner through GitHub. Firstly, it was nice to be able to split work up between 2 people rather than having to do everything yourself. By splitting up

the work we were able to spend half as much time as the project would have taken if someone tried to do it all by themselves. This project was also easy to work on with a partner as there were multiple classes and files that were being worked on and so the project could be worked on simultaneously with the 2 members working on different files as to not interfere with each others work. This also meant that when difficulties did come up it was much easier to find a solution as you would have 2 people coming up with solutions.

The difficulties of working as a team for this project included communication and time management. Since the program was very interconnected with classes and objects it was sometimes difficult to understand what code was added that wasn't your own. My partner and I had to communicate constantly to explain parts of code and how each part was implemented, since you couldn't really go onto the next iterations without understanding the program. This became especially hard when it came to debugging as sometimes a bug would be caused from a program that you didn't do as the future implementations weren't in mind when writing the original code. We also had to communicate when certain things were pushed and pulled from GitHub as to not cause any issues. Our coding schedules had to align such that we finished our parts at similar times so the next iteration could begin.