

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name

_____goblins_____

Your Name

_____rui zhang_____

Your Team Member's Name

_____zimo fu_____

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 did the body movement function, printing out the board and player. And setting up the gameMech functions, ObjPos functions.

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 did the first round of the class definition and implemented the food class and latter on did the cashing of the drawing process and added additional food logic and fixed the player head to body transitions. And some minor improvements to the code readability and comments.

I did the first round of the class definition and implemented the food class and latter on did the cashing of the drawing process and added additional food logic and fixed the player head to body transitions. And some minor improvements to the code readability and comments.

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.

The overall experience is pretty good. By working in parts, each of us can work on different parts together, and that improved the efficiency of the work flow. I developed the communication skills and the ability to read through the code done by a different person.

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_____Zimo Fu_____

Your Team Member's Name

_____Rui Zhang_____

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:

4. 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 did the first round of the class definition and implemented the food class and latter on did the cashing of the drawing process and added additional food logic and fixed the player head to body transitions. And some minor improvements to the code readability and comments.

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

He did the first round of the player implementation and finished up the objPos class and objPowArrayList implementation. He also did the first round of board drawing process which I failed at the start of the project.

6. 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.

The git is an easy way of tracking what happened, but first time dealing with conflict was a bit intimidating. But everything else was working grate and since we already had a very good communication with each other, we were able to cooperate very smoothly.