COMPENG 2SH4 Project – Statement of Contribution

Your Group Number   "group"

Your Name   Keyon Farshad

Your Team Member's Name   Evan Chadwick chadwe1

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.

Things I contributed to:

- Phase 1 – Developer 2: Implementing player object phase 1 – FSM transplant from PPA3, single segment movement
  validation after OOD refactoring.
- Phase 2 – Developer 2: Developing and validating the object position array list.
- Integration: worked with my teammate collaboratively to complete phases 3-5.

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

Evan contributed to:

- Phase 1 – Developer 1: Setting up game mechanisms: input system, game condition system, score system.
- Phase 2 – Developer 1: Implementing food object – random position generation, validating on game board.
- Integration: worked with me collaboratively to complete phases 3-5.
- Went above and beyond and completed the bonus implementation.

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.

Overall, it was a good learning experience. My teammate and I knew each other before the project, so we already knew each other's coding strengths and weaknesses. Pushing and pulling code to and from GitHub during the integration phase was challenging at times, however it was manageable in the end.

The developer workload breakdown was very helpful, made the completion of the project much more efficient.