# COMPENG 2SH4 Project – Statement of Contribution

Your Group Number          hackstreet-boys

Your Name                  Mohammad Mustafa

Your Team Member's Name     Manan Dua

**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.

    For this project, I worked on iteration 1B, which was developing the GameMechs class. I also worked on iteration 2B, where I created the Food class from scratch and implemented it according to the manual specifications. Afterwards, my partner and I met in person to work on iteration 3 together, discussing and developing each feature together. My partner mainly worked on feature 1, and I mainly worked on feature 2, since it had to do with the Food class I created. We also got started on working on the bonus.

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 worked on iteration 0, creating the objPos class. He did iteration 1A, implementing the player class, and iteration 2A, developing the objPosArrayList. When we did iteration 3 together, he mainly worked on feature 1, list based movement since he had created objPosArrayList. We started the bonus together, but it had some bugs with food generation, which he later fixed alone.

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.

    I think the collaborative part of the project worked best when we were working on independent parts of the code that did not interact with each other. For example, in Iteration 1 and Iteration 2, where one partner implemented different classes from the other.

    During iteration 3 and the bonus, when our classes had to interface with each other, working collaboratively became harder. We had to use a live sharing extension in order to have the code

update on each computer in real time, otherwise only one of us could work on the project at a time. In addition, it became harder to work on code that clashed in styles; I was implementing code one way and my partner in another. The solution we found to this was having strong communication between each other about what we were doing, how we were implementing it, and how it affected the future design of the project. Simply jumping into could did not work like it might have for a one person team.