COMPENG 2SH4 Project – Statement of Contribution

Your Group Number _____Hackstreet Boys_____

Your Name _____Manan Dua_____

Your Team Member's Name _____Mohammad Mustafa_____

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.

   In this project, I completed iterations 0, 1A, and 2A individually and collaborated with my partner in person on iteration 3. For iteration 0, I implemented the copy constructor and assignment operator. In iteration 1A, I completed predefined functions in the player class. For iteration 2A, I implemented all predefined functions for the objArrayList class. After each iteration I also updated the Project.cpp file accordingly. In iteration 3, my partner and I collaborated to complete all remaining functions. I implemented the first feature, as it depended on the objArrayList class I previously worked on. While working in person, my partner handled feature 2, and I implemented feature 3. We also discussed and began the bonus feature by modifying the food class to place five food objects instead of one. Later, I completed the bonus by updating the food class to randomly generate special food and modifying the checkFoodCollision function to handle special food, updating both the score and player length by random amounts. I also added an additional function to GameMechs to make it possible for special food to deduct score as well.

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 completed iterations 1B and 2B, and we worked together on iteration 3. For iteration 1B, they implemented the GameMechs class. In iteration 2B, they created a new food class and modified the GameMechs class and Project.cpp to implement random food generation. During iteration 3, my partner used the previously created food class to implement feature 2. After completing the basic functions, we collaborated on the bonus feature, starting by generating five food objects instead of one.

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 straightforward and manageable. My partner and I coordinated effectively, keeping each other informed to avoid conflicting updates. When working together in person or during tutorials, we used VS Code's Live Share feature to collaborate in real time. We evenly split the workload and started early, which minimized stress and allowed us to address bugs efficiently. The only challenge was working with Dr. Memory, as I could not get it running on my computer, but my partner was able to, so I could not check for memory leaks myself. Otherwise, the project was well structured and was easy to follow.