

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Number                      Hannah and Julie

Your Name                                  Julie Doyle

Your Team Member's Name      Hannah Sole

**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 completed iteration 1B, 2B and feature 1 from iteration 3. In terms of specific classes, I completed the objPos class, Food class, GameMechs class and completed some of the main game loop and the objPosArrayList.

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 iteration 1, the Player class, and also implemented feature 2 and 3 of iteration 3. She also helped implement the objPosArrayList class as well as integrating the classes into the main game loop.

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 had a good experience working with a team member on this code. We did run into some issues with pushing and pulling from git, which did result in me losing some of my code and having to redo it. I did learn from that and am now more equipped to deal with diverging branches and conflicts when trying to push to git. Working with a team pushed me to focus more on my variable naming, and forced me to write better comments. This ultimately benefitted me as I was forced to understand the code I was writing so I could write descriptive comments for my teammate.