

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Name                      heap-heap-hooray

Your Name                              Mischa Esmail

Your Team Member's Name      Alissa Guaglino

**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 iteration 0, the team collaborated on understanding the requirements from the manual. However, due to time constraints, I completed the coding portion of iteration 0, including the minimum 4 member functions and the drawing of the game board.

In iteration 1 and 2, I completed the work of part B. For the first iteration, this included developing the GameMechs class where functions are used to collect and manage assorted parameters. In the second iteration, this included creating a Food class that will allow for random food generation. It is noted that I decided to make the design choice I'm implementing a Food class separate from that of the GameMechs class.

In iteration 3, a collaborative approach was taken. However, due to project complications, I completed the first feature of iteration 3 individually. This included updating the Player class (constructor and movePlayer function) to have the player is a list containing its body elements. For both feature 2 and 3 of iteration 3, both members worked collaboratively to address food consumption, player collision, and snake death.

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

For iteration 0, the team collaborated on understanding the requirements from the manual.

In iteration 1 and 2, my partner completed the work of part A. For the first iteration, this included developing the Player class where functions are used to control the movement of the snake. In the second iteration, this included developing the ObjPosArrayList class, which is a functional class that will become the backbone of our snake list and attempted food list.

In iteration 3, a collaborative approach was taken. For both feature 2 and 3 of iteration 3, both members worked collaboratively to address food consumption, player collision, and snake death.

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.

Being able to bounce ideas off with another individual was a positive to this project. Instead of struggling with code by myself, we were able to go back and forth to try and solve a problem. Additionally, by splitting the tasks, the workload was heavily reduced. In the past, I had problems with non-contributing partners, but Alissa always ensured that her parts were completed accurately and within our personally allotted time frame.

The only downside to working with partners is having to coordinate between times of availability. Additionally, I personally believe I code more effectively on my own, as it is sometimes hard to relay my thought processes to another person while also keeping up with their ideas.