**COMPENG 2SH4 Project – Statement of Contribution**

Your Group Name Heap Heap Hooray \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Your Name Alissa Guagliano\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Your Team Member’s Name Mischa Esmail\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**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.

* Helped with minimum 4 for iteration 0
* Iteration 1A
* Iteration 2A
* Iteration 3
* objPosArrayList class, added test cases to ensure proper execution
* Updated the player class with direction enumeration and movement logic
* Helped develop features of iteration 3

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

* Helped with minimum 4 for iteration 0
* Iteration 1B
* Iteration 2B
* Iteration 3
* GameMechs class
* Food class
* Helped develop features of iteration 3

1. 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.

Using GitHub to work with my partner was good but it became difficult at times. To start, my computer has never been able to git push or pull for some reason, so I always had to clone and upload everything manually which became annoying. A few times throughout the project, Mischa and I would work separately but sometimes we both updated the same file and when we uploaded/pushed our work got lost. To prevent this from happening again, we had to be careful to tell each other when we were making changes and to which files the changes were made. Keeping all the files organized was sometimes difficult but I am unsure there is anything that can be done to make this a smoother process. That being said, working with Mischa was a very positive experience as it allowed us to bounce ideas off each other, catch each others’ mistakes, and reduce the overall workload.