COMPENG 2SH4 Project – Statement of Contribution

Your Group Name _____heapnotheap_____

Your Name ___Mahum Khawaja_____

Your Team Member's Name ___Sehaj Kaur_____

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 was Developer 1 and worked on:

- Attended the tutorial and worked on Iteration 0
- Iteration 1A: Player Class Implementation
- Iteration 2A: Deploying and Validating objPosArrayList Functional Class
- Iteration 3 Part 1 Player Class Functional Expansion and Feature Integration → Feature 1 Snake Body Implementation using Array List
- Debugging, identifying issues, troubleshooting
- Peer Evaluation

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

Sehaj was Developer 2 and worked on:

- Iteration 1B: Refactor PPA2/PPA3 Code and Deploy the Game Mechanism (GameMechs) Container Class
- Iteration 2B – Random Food Generation
- Iteration 3 – Player Class Functional Expansion and Feature Integration → Feature 2 – Snake Food Consumption and Snake Body Growth (also Score), Feature 3 – Snake Death Check (Game Over Condition)
- Debugging and ensuring the game came together and worked as intended

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.

One thing we did well was split the iteration tasks between us so that the work was divided from the onset. This way the project was distributed. However, we didn't discuss enough how the parts would integrate. Because the iterations depended on each other, (such as the gameboard and the snake), it was hard to ensure an implementation worked without cross-check points. I think we should have spent more time coding side by side, as that is when we made the most progress and the pieces of the game

would click more. Debugging alone was often a frustrating process, despite my efforts to review and refine the code thoroughly. I invested considerable time identifying and fixing bugs but often felt I was making limited progress until we worked together. This felt unproductive even though I was checking my code repeatedly for mistakes and bugs. In addition, this was my first time working with someone on Git/Github and so it took considerable learning time, and trial and error to configure the git push and pull system. But eventually, we figured it out. On the other hand, if we could go back, I would start working on the project earlier and more consistently. In the beginning, the project was very daunting as I was still unfamiliar with OOP and linking classes. This made me hesitant to dive in. Had we started collaborative work earlier, it would help facilitate discussions on how the parts are to come together. I would also use more available resources online such as Youtube, as Snake Game is a common project. Getting inspiration on how others approached the problem would reduce the friction in our workflow and minimize how daunting the task initially felt. Overall, I learned a lot from this project.