

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name: heapnotheap

Your Name: Sehaj Noor Kaur

Your Team Member's Name: Mahum Khawaja

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 contributed to the code for iterations:

- 1A
- 2A

I developed the code for iterations:

- 1B
- 2B
- 3 (Part 1, 2 and 3)

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 contributed to the code for iterations:

- 1A

My partner developed the code for iterations:

- 2A

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.

Overall, the experience was stressful. We had bugs in iteration 1A, and instead of trying to fix them, I had found that my partner was trying to code ahead thinking she could fix it later. In the end, I ended up having to debug and re-do the majority of her code. One thing that I found worked was when we met up together in person, we were able to keep each other accountable for each other's parts of the code. One thing which did not work was leaving my partner's code up to her to develop. After reflecting on this experience, some steps that can be taken to better improve on this project could be to clearly outline goals for each meeting, to enforce better communication between the both of the partners in the project, as well as rectifying bugs from earlier iterations as soon as possible, rather than leaving it to the last minute.