COMPENG 2SH4 Project – Statement of Contribution

Your Group Number   course-project-hedden3rd-floorsouth

Your Name   Jerry Wu

Your Team Member's Name   Heidi Hui

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 in charge of Iterations 1B and 2B in the first phase of the project, then reworked the Food class and methods to work with the growing snake length and wrote most of the logic for the bonus. Specifically, I put the finishing touches on GameMechs for iteration 1B, created and wrote most of the code in the Food class, modified how Player and the main Project worked with the Food class throughout Iteration 2B until the bonus.

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

    Heidi did Iterations 1A and 2A in the first phase, as well as most of Iteration 3 including adjustment of the player position into an ObjPosArrayList array object, the implementation of the score system, and the exit and lose condition screens. She mainly worked on Player and ObjPosArrayList, but also helped with some debugging and modifications in Food.

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.

    In the initial phases of project development, we divided our work with the given A/B roles, and since Heidi finished her parts first, she began working on Iteration 3-1. We first started working together on Iteration 3-2, and since a lot of individual work had been done since the beginning, we had to brief each other on what we had done. We had only done it after I tried implementing some stuff which needed to work with her sections, which definitely did not work as well since I had to guess what something did a few times. After clearing things up we made sure as we finished up Iteration 3 and moved on to the bonus that key information was properly communicated before starting work on a new section.