COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   hello world

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Your Team Member's Name   Mina Michael   micham19

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.

My contribution to the project was mainly focused on iteration 3, implementing the objPosArrayList class into the rest of the project, allowing the player's to grow in size and have the movement of a snake player. Additionally, I handled the collision logic of the snake with itself and I helped refine the collision with the food objects after the player was changed into an array rather than a singular object. I also added onto to the player, gameMechs and objPos classes functions that were necessary to iteration 3 like collision detection. I also assisted in the completion of the final parts of iteration 0, and organizing and formatting a clean visual to the code.

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 in the project focused mainly on iterations 1 and 2 as they worked on creating a display that resembles that of the PPA's in cpp and using OOD to do so. As part of iteration 1, they worked on functions in the player class such as updating the player movement direction, and functions on the gameMechs like exiting and keeping score. As part of iteration 2, they also created the food class in addition to completing the objPosArrayList. Additionally, they helped organize the code into a format that is more readable and easier to work with.

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.

The experience of a collaborated software development project was very enjoyable due to the fact that it creates an opportunity to divide the responsibilities in a way that each of the developers do an equal amount of work that suits the strengths of each one. For example, if one person is better in developing the logic in a game, and the other is better in handling the input and output of the user in a game, the work could be split in that way in a balanced, efficient and fair manner.