

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number hello world

Your Name Mina Michael

Your Team Member's Name Yehonatan Lebel

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 essentially did the requirements leading up the part of making the program run the same way as PPA 2. I worked on the Player, food, gamemechanics, ObjectArrayList and project files. I did things such focusing on implementing updatePlayerDir and movePlayer methods, as well as managing the finite state machine (myDir) for directional control, boundary wrapping and the DrawScreen routine by displaying the player's current state and input for debugging and visualization purposes. I also tested continuous movement to ensure smooth gameplay mechanics.

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 focused on finishing iteration 3. They primarily worked on designing and managing the snake's body growth and movement mechanics, ensuring that new segments were added when food was collected and that the tail was removed appropriately during movement. They also focused on refining the overall logic for handling collisions with the snake's body and ensuring seamless integration with the existing game framework. Additionally, they contributed to debugging and cleaning up the program to ensure it was fully functional and met all project requirements.

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.

What I really enjoyed about working in a collaborative software development environment was the simplicity and efficiency it brought to the workflow. Instead of feeling stressed or overwhelmed by the responsibility of completing an entire program on my own, having a partner meant we could support each other and share the workload effectively. I feel that my partner and I split the tasks very evenly, ensuring that the workload was fair and manageable. This balance allowed both of us to feel satisfied with the work we accomplished and the tasks we successfully completed together.