COMPENG 2SH4 Project – Statement of Contribution

Your Group Name	iBio Dream Team
Your Name	Stefan Candeloro
Your Team Member's Name	Mohammed Al-Hindi

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 contributions to the development of the COMPENG 2SH4 Project included:
   a. Completing iteration 0
      i. I applied the rule of six/minimum 4 to complete the full implementation of the objPos class.
      ii. I created a new draw implementation to start drawing the game board with arbitrary characters on the born being drawn using the objPos class
   b. Completing Iteration 1A
   c. Completing Iteration 2A
   d. Assisting with Iteration 2B/Debugging 2B
      i. My teammate had some issues and struggles with implementing the new Food class and so we spent a couple of hours together trying to debug and find the root cause of our isssues.
   e. Assisting Iteration 3 Feature 1
      i. I updated the player class, specifically the movePlayer() method and the getPlayerPos() method to ensure the logic was drawing correctly for larger snakes.
   f. Completing Iteration 3 Feature 2 and 3
   g. Assisting with Bonus Feature
      i. Developed the collision logic so that, when the snake collides with special food the length increases
   h. Code Commenting on Player and ObjPos files.

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

   I am not as aware of all the minor details and adjustments my partner made so I will give just a brief overview of the work he completed.
   a. Completing Iteration 1B
   b. Completing Most of Iteration 2B
      i. Specifically implementing the new food class.
   c. Assisting Iteration 3 Feature 1
   d. Completing most of the Bonus Feature
      i. Figuring out the 5 random positions for generated food items.
      ii. And how to generate multiple symbols for food items.
   e. Code Commenting on Food, GameMechs, and Project files

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.

For my first experience in collaborative software development, it was quite a difficult situation. I particularly did not like that we had to constantly git push and pull. Most of the project was completed asynchronously so it was very difficult to constantly communicate when each of us were working on the code. Therefore, there were times that both of us would make edits on the same files in the project, so when we went to git push it to the repository, we had to pull the others new code first and merge the files. For the most part this did not cause any issues, but it was just very inconvenient, and as someone using these techniques for the first time it made me worry we were going to lose files/line of code every time we had to merge. Other than that, I really liked how this project was able to be so collaborative asynchronously. I worked very seamlessly with my partner, and we were constantly communicating and collaborating all from the comfort of our own homes. It also was very satisfying to work on individual pieces of code and then implement them all together with my teammates work. It was nice to just focus on one section and not be overwhelmed by all the files and sections of code. Overall the project was obviously challenging but the experience was enjoyable and felt worth all the time and energy once we completed a functional snake game.