



COMPENG 2SH4 Project – Statement of Contribution

Your Group Name jaina78-sirisenp
Your Name Pasandu Sirisena
Your Team Member's Name Aakash Jain

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.**

We collaborated on the entire project simultaneously, but I was responsible for significant portions of iteration 1, which included implementing all the methods and porting the FSM and player position logic implementation from PPA3. I also contributed heavily to the GameMechs class by implementing the lower level methods and user input handling. I assisted with iteration 2 by writing most of the generateFood() method such that the food cannot generate on any snake body part, and modifying the objPosArrayList class accordingly. As for the main roject.cpp file, I helped set up the appropriate initialization and logic routine, and I wrote most of the drawScreen function such that the game will display properly during the play, lose, and end game states. Finally, I helped my partner figure out some of the logic for the bonus part.

- 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 collaborated and shared ideas with me through the entire project, but he was mainly responsible for the objPosArrayList class as part of iteration 2A. He later reimplemented the generateFood() and related methods as part of its own Food class to complete the bonus. His other major contribution was the implementation of iteration 3, which was handling the growth and movement of the snake body, and I only had to assist for its interaction with the generateFood() method.

- 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.**

This project was a good experience in collaborative software development as I learned about the importance of communication with a partner or team and how this can lead to completing projects faster, more efficiently, and over all lead to a better product.

Having a partner was helpful as we were able to bounce ideas off each other to figure out difficult problems when working side-by-side, so a lot of programming was done on our opposite computers. The project went smoothly online as well, since whenever we were stuck on a problem, it was helpful to have another perspective to fix the issue faster.

If I were a one person team, it can definitely be better to work without a partner at times as I like to program for long stretches by myself, without having to worry if there will be any GitHub conflicts due to my team/partner working at the same time. However, we did not run into any issues as we practiced proper communication throughout the project. I also understand that it is not possible to work by yourself in the professional world where projects are much larger and complex, requiring a person/team specialized for each sub-feature.

Overall, I am glad I got the opportunity to collaborate with a partner for this project and gain experience working in parallel with proper communication to avoid conflicts. We adapted to each other's programming styles and work ethics and ultimately produced a product which we are proud of, and I am certain this experience will aid me in my future endeavours.