

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Name                      jaina78-sirisenp

Your Name                              Aakash Jain

Your Team Member's Name      Pasandu Sirisena

**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 did a lot of the iterations together, but I primarily made the objPosArrayList.cpp functions and tested them with the test cases given, I did iteration 2B with design 1 but later implemented the generate food function into its own Food class instead of keeping it in GameMechs as it was more ordered for completing the bonus. I also did feature 1 for iteration 3 and did some of feature 2 but I was having trouble making sure that the food would not generate on top of the snake body, so Pasandu helped to finish it. I also did the bonus part and added a new food "&" that increased the score by 10.

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

We did a lot of the iterations together, but he focused on finishing iteration 1 and did GameMechs class and Player class. He worked on the user input handling of the snake and the end-game conditions. He also handled the printing of everything on the screen with the DrawScreen function in the Project.cpp file. In addition, he figured out how to make sure the food generated does not spawn where the snake body is so it will always show 5 items/food generated on the screen.

- 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.**

Working on this project with a team was a great experience. It was helpful to be able to cross-reference ideas and get different perspectives on how to solve problems. Pasandu had unique insights, which made it easier to tackle challenges and improve the project overall.

What worked well was the teamwork because talking through issues and sharing ideas helped us find better solutions and learn from each other. Sometimes, though, we'd run into small hiccups, like not being fully clear on who was handling what. But we sorted that out by checking in regularly and keeping notes on what needed to be done. Overall, it was a great way to learn and grow while building something together.

However, beyond the technical work, I also got to experience on how important communication and organization are in a collaborative project. Coordinating with him meant balancing different work styles, but it also taught me how to adapt and compromise.