COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   Jojo

Your Name   Abdoallah Maklad

Your Team Member's Name   Johan Jensen Joseph

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 worked on and objPos class in Iteration 0, as the manual recommended.
   - I also worked and partially completed the gameMechs class in Iteration 1B.
   - I worked on the gameMechs class in Iteration 2B, fixing some errors with the random food generation.
   - Finally, I worked on and partially completed Iteration 3 Feature 2, and fully completed Iteration 3 Feature 3.

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

   - He fixed errors in the objPos class in Iteration 0.
   - He worked on the Player class in Iteration 1A, and completed the iteration.
   - He also worked on and partially completed the gameMechs in Iteration 1B.
   - He also partially completed food generation in gameMechs class in Iteration 2B.
   - He also worked on and completed Iteration 1A
   - He did food class and then changed to generateFood() member in gameMechs class.
   - He completed Iteration 3 Feature 1, and completed some of Feature 2.

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.

   I had a great learning experience, as I learned how to use GitHub in a team setting, as well as Visual Studio Code. I learned a lot about coordination with my team member, and the delegation of tasks

when presented with a tight project deadline and dealing with other courses. Unfortunately GitHub was not working properly for my partner, so he could neither push nor pull any changes to the code, which meant we had to send files over Discord and Outlook. Other software was working fine though, and overall we were satisfied with the tools with which we finished the project.