

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Name                      Jole

Your Name                              Cole Manning

Your Team Member's Name      Jad Abbass

**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.
  - Iterations:
    - 0
    - 1A
    - 2A
    - 3
  - Player class
  - objPosArrayList class
  - Player movement
  - DrawScreen function
  - Player eating
  - Player scoring
  
2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
  - Iterations:
    - 0
    - 1B
    - 2B
    - 3
    - Above and Beyond
  - Helped with player eating
  - Food class
  - Gamemechs class
  - objPos class
  - Fixed any memory leaks

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.

My experience working in a group for this project went smoothly. Using the recommended workflow to designate tasks made the process easy. There were, however, many hiccups when merging code where a section would not work due to something being changed on both sides at once. But this was easily fixed with copy and pasting the block of code directly from the GitHub repository.