

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Name \_\_\_\_\_ Jole \_\_\_\_\_

Your Name \_\_\_\_\_ Jad Abbass \_\_\_\_\_

Your Team Member's Name \_\_\_\_\_ Cole Manning \_\_\_\_\_

**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.
  - Did iterations: 0, 1B, 2B, 3, Above and Beyond
  - Collaborated for Iteration 3 and helped for others
  - Gamemechs class
  - Food Class
  - Player class eating Food when Food was made into arraylist
  - objPos Class
  - Special character functions in the player class
  - Memory Leaks (his Drmemory doesn't work half the time)
  
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, 1A, 2A, 3
  - Player Class
  - ArrayList class
  - Snake movement
  - Printing method in main
  - Snake Eating and Scoring
  
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 was great never really worked alone on a topic as we would bounce ideas and fixes off each other constantly so It was hard to talk about specific contributions. No issues really on the team side. What wasn't working was vscode, had so many issues merging, had to delete and re-clone many time