

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name khehrn2-sasits1

Your Name Navdeep Khehra

Your Team Member's Name Sandhya Sasitharan

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.

For my own contribution to the development of the COMPENG 2SH4 project, I worked on and completed:

- Iteration 0 (alongside my partner, we developed the special member functions in the objPos class to implement the Rule of Six/Minimum Four, and the Draw routine implementation in the Project.cpp)
- Iteration 1A (I developed the Player Class implementation)
- Iteration 2A (I deployed and validated the objPosArrayList Functional Class, ensured all test cases passed)
- Iteration 3 (alongside my partner, we developed the functional expansion of the Player class and feature integration through Feature 1, Feature 2, and Feature 3 of Iteration 3 to fully implement the Snake Game)

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

For my project partner's contribution to the development of the COMPENG 2SH4 project, she worked on and completed:

- Iteration 0 (Together, we developed the special member functions in the objPos class to implement the Rule of Six/Minimum Four, and the Draw routine implementation in the Project.cpp)
- Iteration 1B (She refactored the PPA code in C++ for the Project and deployed the GameMechs Container Class)
- Iteration 2B (She deployed the Random Food Generation mechanism in the project by creating a Snake Food Class)
- Iteration 3 (Together, we developed the functional expansion of the Player class and feature integration through Feature 1, Feature 2, and Feature 3 of Iteration 3 to fully implement the Snake Game)

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 first experience in a collaborated software development through this project was insightful and provided me the opportunity to gain several skills that will be beneficial for the rest of my career. The environment that my partner and I created for each other was very supportive and allowed us to comfortably discuss the issues occurring in our code and work together to generate solutions in a timely manner. Additionally, we communicated very effectively to demonstrate our ideas to each other and simultaneously code to ensure that we both contributed equally to the project. Initially, we were unsure how to work on the code at the same time since it could cause merge issues. However, we quickly came up with the solution to live share the code with each other so that we could see real-time edits and discuss as we progressed through the project iterations. Overall, the project was an enjoyable experience for me as I learned how to create a simple but fun game using the coding knowledge I acquired through this course and collaborate with my partner to develop it.