

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Number \_\_\_\_\_ Kishoban and  
Ratish \_\_\_\_\_

Your Name \_\_\_\_\_ Kishoban\_Ravendran  
(ravendk) \_\_\_\_\_

Your Team Member's Name \_\_\_\_\_ Ratish\_Gupta  
(guptar76) \_\_\_\_\_

**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.
  - Iteration 1B- implemented GameMechs Class
  - Iteration 2B- implemented original food generation through the implementation of a separate food class and modified main code with implementation of food pointer (This iteration later had to be reworked by my teammate)
  
2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
  - Iteration 0 - Implemented objPos class
  - Iteration 1A – Player Class implementation
  - Iteration 2A – Deploying and Validating objPosArrayList Functional Class
  - Iteration 2B – Reworked random food generation method
  - Iteration 3- Features 1-3
  
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 on this was eye opening as this was my first time engaging in a seamless workflow to this degree, which consisted in an efficient development process. I felt at times I struggled to keep up which is due to me still trying to understand the core principles of OOD. Working with so many different classes and trying to integrate them together was overwhelming at times but my team

member helped me understand some of it. There were lots of times where I struggled to get the program working which was very tedious as a lot of bugs came from so many different classes, so it was like walking through a minefield of errors. If I was a one-person team, I felt like I would've struggled a lot more however, I think having a lot more independence would've helped me grasp a lot more of the design process that comes with OOD.