

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number Student number: 400511106

Your Name Delayna Guenther

Your Team Member's Name kristin&&delayna

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.

The work I completed on this project:

- I worked through iteration 0 to make the objPos class and finish the rule of minimum 4 (we both worked on it together on my laptop).
- iteration 1b to make the gameMechs class.
- iteration 2b to make the food.cpp class, Kristin helped me understand how to put it into its own class.
- iteration 3 (feature 2), however we both helped debug the entire iteration 3 when we were stuck.
- All above and beyond features.

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

The work Kristin completed on this project:

- Helped finish objPos in iteration 0.
- Iteration 1a to make the player class.
- Iteration 2a to make the objPosArrayList class.
- Iteration 3 (feature 1) and 3 (feature 2) and helped debug 3b.

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.

The experience of working on a collaborative software development project worked well, especially with iterations 1 and 2 being split into two parts, however, it was difficult to both work on iterations 0 and iteration 3 unless we were working on them on the same laptop or divided the work. We decided to both work on iteration 0 together and then we divided up iteration 3 and the above and beyond features. The only problem with dividing the work was not understanding the previous work done by the group member and having to dedicate time to understand what they did. Also, I found it difficult to

merge the code on VSCode as it didn't always work as expected. This resulted in having to manually copy parts of the code or delete the entire file and pull the fully uploaded code on GitHub. Regardless of this, I thought it was a good experience to code with another person. It was nice not being limited to your own knowledge and being able to ask another person for help if you don't fully understand the code.