

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name _____ Lena Ma & Davina Cao _____

Your Name _____ Davina Cao _____

Your Team Member's Name _____ Lena Ma _____

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.
 - Commentary throughout code
 - GameMechs methods (const., decon. get, set, etc.)
 - ObjPosArrayList barebone code (pseudo. + first iterations with minor debugging)
 - o NOT insert or remove functions
 - Some of Player
 - o Debugged constructor/ optimized
 - o Destructor
 - o Optimized update player direction
 - o Moveplayer
 - o checkSelfCollision
 - Project.cpp:
 - o Debugged printing a few times
 - o RunLogic
 - o getInput
 - o Some of Initialize
 - o UI
 - o Cleanup messages & some dealloc
 - Debugged throughout coding process in all files

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Major debugging
 - o Fixed fatal error causing screen to not print
 - o Fixed memory leak caused by accidental double memory alloc.
 - objPosArrayList
 - o Debugging, testing, finalizing file
 - o Everything I left unfinished (about 60% of it or so)
 - Implementation of snake movement logic
 - o Insert & remove functions

- Most of DrawScreen (nested for loop that prints to screen)
- All of Food.cpp

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.

Working together in the same room was helpful, though unrealistic in most cases. We originally had some structure to the way we approached the project, however over time we no longer strictly followed the structure, but rather used it as a general guideline. This however was inconvenient since VS Code does not update in real time for collaborative work.