COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   Lena Ma & Davina Cao

Your Name   Lena Ma

Your Team Member's Name   Davina Cao

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 1A, player class implementation
   - Iteration 2A, majority of the objPosArrayList functional class
   - Iteration 2B, random food generation (creating Food class)
   - Combined efforts of iteration 3
   - Trouble shooting (combined efforts), testing memory leakage and fixing it (combined efforts)
   - This entire project overall was reasonably combined efforts, there was a lot of back and forth between asking and receiving help even if it wasn't our "assigned" parts. The iteration A/B split was a guideline but was not very strict as we both worked together in person and was able to swap if we were having trouble

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 1B
   - Beginning part of iteration 2A
   - Combined efforts of iteration 3 (namely collision logic, trouble shooting help)
   - Trouble shooting
   - Contributed a lot to the framework in the sense of understanding the project and the general logic behind it to work/build off of

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.
   - It was very annoying using VS code for a collaborative project just because of the hassle that comes with combining out code, especially since we weren't super strict on splitting the parts A/B between us with a strict line. Since VS code requires us to git push, merge, and then pull in order to get recent updates, it was not as easy to work on over call as it was when we were meeting in person.

- Overall I felt that having a group member made this overall project much more manageable, as I was able to rely on someone else for help in situations where I was unsure of what to do.