

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Lily Leapfroggers

Your Name Elijah James [jamese13]

Your Team Member's Name Grace Jonker [jonkerG]

**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
- Iteration 2B
- Iteration 3 Feature 2
- Iteration 3 Feature 3
- GameMechs Class
- Player Class

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
- Iteration 1A
- Iteration 2A
- Iteration 3 Feature 1
- objPos Class
- Player Class
- objPosArrayList Class

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.

Having a collaborator simply meant that I had to do half the work while they do the other half. Our strategy of alternating tasks and doing the next only after the teammates completed the previous help prevent both members from editing the same code simultaneously and possibly running into errors

when committing. We also took advantage of branches and pull requests so that each iteration was built on top of the previous and could be tested before merging it with the main project files.

Some issues we ran into include having trouble accessing the latest updated version of certain files that were uploaded by the teammate. For example, after completing iteration 3 feature 3 and merging it with main, my teammate was having difficulties accessing the changes in main branch. Additionally, when beginning a new section, since we don't know what was previously implemented by our collaborator, we have to go through their work so that our new lines of code operate as intended with the code created by the other.