

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Lovamon
 Your Name Nirjhar Dey
 Your Team Member's Name Md. Mahdin Mazumder

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.

I began by refactoring the FSM from PPA3 to improve the snake's movement logic, ensuring the head position updated accurately whenever food was consumed. During phase 2, I focused on testing and integrating the *objPosArrayList* class into the Player class, enabling the snake's body to grow and update dynamically. I also contributed to debugging array lists, coding food positions, and setting up game board boundaries. Additionally, I worked on initializing and verifying the functionality of *myGm* and *myPlayer* objects. To wrap up, I completed and tested the *objArrayList* class, successfully incorporating it into the main folder.

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

In Phase 1, he worked on integrating the score system, ensuring it updated correctly as the snake collected food. He contributed to developing the initial code for the game-over condition, focusing on collisions with the borders. His efforts also included assisting with the Food class to guarantee random food placement without collisions and verifying its integration with the Player class. He worked extensively on the Player class logic, handling the snake's body growth and movement, and ensured smooth interaction between *myPlayer*, *myFood*, and *myGm*. Additionally, he debugged key functions like *GetInput* and *RunLogic* to ensure the snake's movement functioned as intended.

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 on this project was both challenging and enjoyable, especially as it was my first time using C++ for a big project. Being a beginner, I often spent hours debugging and trying to figure out why certain elements weren't iterating or generating as expected. Despite the steep learning curve, having a partner proved invaluable—fresh perspectives often led to quicker solutions and more efficient problem-solving. Although the project took longer than anticipated, the experience was incredibly rewarding and provided a great opportunity to grow my skills.