

# COMPENG 2SH4 Project – Statement of Contribution

Your Group Name

\_\_\_\_\_ Lovamon \_\_\_\_\_

Your Name \_\_\_Md. Mahdin Mazumder\_\_\_\_\_

Your Team Member's Name \_\_\_Nirjhar Dey\_\_\_\_\_

**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.
  - For Phase 1, I worked on integrating the score system which included updating the score based on the snake collecting the food
  - Helped develop the skeletal code for game over condition in regards to collision with the borders
  - Worked on my Player, myFood and myGm.
  - Assisted with the Food class, making sure that the food was placed randomly and that collisions did not occur.
  - Checked and seen if the Food class ad the Player class worked together
  - Worked on the logic I the Player class. This included growth of the snake and the snakes body movement
  - Helped with debugging in GetInput and RunLogic
  - Made sure snake movement works
  
2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
  - Began with refactoring the FSM from PPA3 to handle the snake movement after changes with OOD
  - Worked on snake movement logic, this included that the head of the snake position updated correctly everytime the snake ate food
  - In phase 2, he tested the objPosArrayList class to make sure that the snake's body did change and grow dynamically
  - In phase 2, he integrated that class in the Player class to make sure the body did in fact grow
  - Helped to code with food positions
  - Helped code setting up game boarers
  - Helped with debugging array lists
  - Worked on seeting up myGm, and myPlayer objects, making sure the

- Completed and tested objArrayList and copied into main folder

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 was hard but at the same time fun. It was my first time working with C++ so completing the project took a longer time than what I expected. And as a result of me being a beginner with C++, there were times where I would have to spend hours trying to debug and figure out why certain items weren't iterating or generating as they should of. That's when having a partner became beneficial as having a new set of eyes allowed for easy "search and rescue" of the code. Overall this was a great experience.