

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number course-project-mhs

Your Name Yahia Hassanen

Your Team Member's Name Andy Tang

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.
 - Developer 2 (PPA transplant, single segment movement validation after OOD refactoring)
 - Ensuring Test Bench procedures are simultaneously used in the project files
 - Collision detection and Game Over conditions
 - Files include objPos and objPos Array list
 - Specific classes include getPlayerPos, movePlayer, and checkselfcollision
 - Inspect for Rule of 6/Minimum 4
- 2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Developer 1 (initial setups and random food generations)
 - Files include GameMechs.cpp
 - Revision and making sure that header files are proper
 - Check Player Consumption and Increase Player length
 - Asked Professors during office hours for help
 - Assist with debugging when all is done
- 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.

This experience was challenging given the collective amount of work all our classes had in the last 2 weeks of the semester. Managing our time and finding a way to complete the code while navigating my partner and I's other commitments, both academic and extracurricular, was difficult. We both had good communication with each other, so that was clearly an asset to the project. Trying to do the project completely on our alone separately did not work at all and we learned this near the beginning of the project.