COMPENG 2SH4 Project – Statement of Contribution

Your Group Number   Miloor

Your Name   Noor Azam

Your Team Member's Name   Milana Kalinic

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 worked on iteration 0, 1A, 2A, Iteration 3 features 1 and 3. I completed these iterations on my own. I implemented the rule of minimum four in the objPos class and added other missing members to deal with memory leakage. I mostly developed the Player class to implement collision detection, movement, and detecting when foods were eaten and developed the objPosArrayList class. I tested and validated each feature to ensure smooth and bug-free gameplay. Both of us worked on the main Project class simultaneously to ensure our assigned features worked smoothly.

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

    My partner worked on iteration 1B, 2B, iteration 3 feature 2, and the advanced features. Her contributions included creating most of the gameMechs class which included generating the food, ensuring that when it was eaten, and it would disappear and reappear in different locations. She also implemented a few features in the objPos class as well as the snake growth and keeping track of the score. She implemented the advanced features which included refining the gameMechs class to generate more than one food and the drawScreen method in the main Project 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.

    Working in parallel with a partner on such a big project required a lot of communication. We divided the work evenly and made equal contributions to build the game. We made sure from the beginning that our divided work did not depend too much on each other to make it easier and to speed up the process and avoid conflicting code issues. We did face some challenges when merging our work together, there were some conflicts with the code which required a lot of debugging and communication. What really worked and helped with the conflicts was starting to regularly check in and merge our codes to make sure that each feature added functioned well to ease the debugging process so that we didn't have to deal with many merging issues at once.