COMPENG 2SH4 Project – Statement of Contribution

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Your Team Member's Name   Ivan Nazaire

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 0
     - Got familiar with the skeleton code
   - Iteration 1B
     - Implemented GameMechs
     - Refactoring PPA2 and PPA3
   - Iteration 2B
     - Implemented random food mechanism in GameMechs class.
   - Iteration 3 Feature 1
     - Draw routine
   - Iteration 3 Feature 3
     - Snake death check (game over condition)

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
     - Got familiar with the skeleton code
     - Implemented objPos
   - Iteration 1A
     - Implemented Player class
   - Iteration 2A
     - Implemented and tested objPosArrayList class
   - Iteration 3 Feature 1
     - Snake body implementation
   - Iteration 3 Feature 2
     - Snake food consumption and body growth
   - Above and Beyond Feature

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.
   - Made deadlines
   - Finished early
   - Had trouble with git pull and push

Collaborating throughout this project went well. We were able to finish the main part of the game a bit earlier because we created deadlines on when to finish each iteration. We were also able to help each other out when we had a question about implementing features. What we found a bit challenging was when we had to work on the same file, we had to make sure the other person was not editing the same file and pushed all their code.