

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name nazairr-mistrh13

Your Name Ivan Nazaire

Your Team Member's Name Himesh Mistry

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.
 - Completing the objPos class implementation (Iteration 0)
 - Completing the Player class implementation (Iteration 1a)
 - Deploying and validating the objPosArrayList class (Iteration 2a)
 - Implementing the list-based snake movement algorithm (part of iteration 3 feature 1)
 - Implementing the food consumption and snake body growth (Iteration 3 feature 2)
 - Generating multiple food onto the board and implementing the special food (Above and beyond)
2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Refactoring PPA2/PPA3 Code and deploying the GameMechs container class (Iteration 1b)
 - Random food generation (Iteration 2b)
 - Displaying the food onto the board (part of iteration 3 feature 1)
 - Implementing the snake death and game over conditions (Iteration 3 feature 3)
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.

I thought that my experience in this collaborative software development project was pretty good. The collaboration was fine throughout the project and the tutorials gave us a lot of hints on how to complete this project so it was mostly smooth sailing. The only frustration that I had during this project was implementing the above and beyond features since the other less favourable option in iteration 2b was chosen which made things a lot harder. Other than that, it felt good to work with another team member who is willing to share the work with you and abide by when they should finish their part to be on track for submission at the deadline.