

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number Null Pointers

Your Name Peter Jabra

Your Team Member's Name Mya Spoelstra

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.

Mya and I split up the work by classes and not by project iteration as mentioned in the project manual. I was responsible for coding the Food, Player, and object position array (objPosArrayList) classes.

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

Mya was responsible for the classes of object position (objPos), Game Mechanics (GameMechs) and the main function (project).

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 project was a valuable learning experience, particularly in using Git for version control and collaborating on code with my teammate. Learning Git was especially beneficial, as it showed me how to work together on code with others, even when not using the same machine. It also provided me with a new perspective on coding, as I was able to exchange ideas and improve my approach with my partner. Some challenges I faced during the project mainly stemmed from merging changes in our code. While Git allowed us to work on separate tasks and merge our changes, coordinating the timing of our code iterations proved difficult. We often struggled to synchronize our progress, especially when one of us was ahead and the other had to catch up, causing delays. Overall, I am very pleased with the outcome of our project and feel I've gained many valuable skills.