

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number Null Pointers

Your Name Mya Spoelstra

Your Team Member's Name Peter Jabra

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.

During the development of the project Peter and I completed the code without the use of the interactions as mentioned in the project manual. Instead of iterations we divided the code into different classes to work on. I was responsible for working on the object position (objPos), Game Mechanics (GameMechs) and the main function (project).

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

Peter was responsible for the classes of Food, Player, and object position array (objPosArrayList). He also did not use the iterations that were in the manual.

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 on this project was a great learning experience, particularly in understanding how coding functions in a team environment, using version control with Git, and collaborating with teammates to exchange ideas and perspectives. I gained a solid understanding of how code is shared and managed through a repository like Git, a skill I will continue to use throughout my career. I also enjoyed exchanging ideas and learning new skills from my partner during the project. We did however run into some challenges with communication between functions, leading to misalignment on feature interactions. We also encountered merge conflicts when working on similar code, but we learned how to resolve them effectively. Despite the initial learning curve, this project taught me lots about both code and peer collaboration.