

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number null-pointers-anonymous

Your Name Antoine Grenier

Your Team Member's Name Benji Switzman

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.
 - For the first iterations, I handled the 1A and 2A iteration code, however we both talked and helped each other on different aspects of these iterations so we could fully understand the full code and move on to the next iteration with full knowledge of the code.
 - For later iterations I focused on the objArrayList features and getting it to appear on the board and work throughout the whole game.
 - I also worked on the end game sequence, getting the game to end and not be choppy as we end
 - Me and Benji collaborated on the bonus feature together

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Benji worked on iterations 1B and 2B, however we did help each other on our iterations
 - For later iterations Benji focused on debugging the code, removing memory leaks and making sure that the generate food function was good and would allow for the bonus to be done
 - Benji and I worked together on the bonus feature together

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 fun and taught me a lot about problem solving, debugging my code and a lot about the different aspects of C. Working with a teammate allowed us to have different ideas and ways to view our code. The only downside to this project was the git merging and combining our projects, because at time some of my code I wanted to compare got overridden with my partners, but other than that the project was good.