

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Number                      null-pointers-anonymous

Your Name                                      Benji Switzman

Your Team Member's Name      Antoine Grenier

**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.
  - I oversaw iteration 1B and 2B for the initial two parts. However, Antoine and I collaborated on many components of both the A and B sides of the iterations so we could understand the process and help each other with debugging
  - For the later iterations, I mainly focused on debugging and ensuring the generate food function worked properly as well as minimizing memory leakages
  - For the bonus, we collaborated together and debugged several errors.
  
2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
  - Antoine oversaw iteration 1A and 2A although we collaborated on both sides of iterations 1 and 2.
  - Antoine focused on the objPosArrayList and integrating it throughout the program. He also designed the end game sequence
  - For the bonus, we collaborated together and debugged several errors
  
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.

My experience working in a team was an overall positive experience. It made it easier to go through iterations and discuss how to proceed with a different perspective. Working along with someone else made the experience more enjoyable too. The main thing that did not work was the 'remote collaboration' experience. Having to push and pull to the repository at times caused bugs. If we worked on completely different parts or had different ideas we wanted to merge together, it would often mess

up the code and lead to many new bugs and problems. Aside from that problem, the collaboration aspect makes the project much more doable and enjoyable.