

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number PPA3++
Your Name Aidan Harris
Your Team Member's Name Paul Stoica

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 completed a lot of the 3rd and bonus iterations during the development of the course project. I added the gameover check, the ability to spawn multiple pieces of food, and the custom abilities that came with different foods as they spawn.

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

My partner helped to refactor the PPA3 code into c++, add the food spawning and collection features, and formatted the final project to improve readability and structure.

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.

A secondary communications channel that was not GitHub was extremely useful during the development process. Having a messages channel through a third party allowed for easy updates, pull requests, and general project brainstorming without having to use the GitHub pull request feature for all communication. Frequent updates allowed for a streamlined parallel working process and prevented either team member from straying too far from the project goals. After each major push, the team members reviewed each other's code, which allowed for multiple inputs and perspectives on every key project change.