

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Name                                      Ptr

Your Name    Julian DeVries - devrij12

Your Team Member's Name      Sam Wauchope - wauchops

**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 developed the object array list class in the test suite and merged it into the main project. I developed iteration 3a and 3b building the snake body behaviour and the food class.

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

I developed iteration 1 of the project implementing the player class and merging game mechanics from the ppas. I also developed the self collision, game end condition and the above and beyond feature of multiple food being generated.

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.

The collaboration in this project was very smooth. One issue was trying to divide the project into pieces that did not depend on each other so that we could develop in parallel. Due to the small size of this project, it is difficult to split it up into two totally independent parts. A larger project would be easier create an architecture that can be worked on in parallel.