COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   puts("Christina + Sonia")

Your Name   Sonia Parekh

Your Team Member's Name   Christina Bridges

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.

   Personal Contribution to the 2SH4 project development:

   - Iteration 1B -> Implemented the GameMechs class to implement features from PPA2 & PPA3 to be OOD
   - Iteration 2B -> Created a separate food class that interacts with the GameMechs class to generate food on the game board randomly
   - Iteration 3-> Created the game over condition & collision detection(with partner)
   - Iteration 3.1.2 -> Debugged and improved on list-based snake movement from partners base implementation
   - Bonus: Included two special food features by creating a food Bucket array list that randomly generates three food items on the game board. Modified existing player.cpp, food.cpp, and all other necessary files

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

   Partners Contribution:

   - Iteration 1A -> Player class implementation
   - Iteration 2A -> Deploying and Validating objPosArrayList Functional Class
   - Iteration 3-> Created the game over condition, collision detection & worked on list-based snake movement (with partner)
   - Bonus: Included two special food features by creating a food Bucket array list that randomly generates three food items on the game board. Modified existing player.cpp, food.cpp, and all other necessary files

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 in a collaborated software development required adjustment to my independent approach. When collaborating with others, it is important to comment on all new additions so every group member can have a solid understanding of what the other person did. In addition, everyone codes a bit differently, so learning your partner's coding style and developing a way that both styles can work together took some time to adjust to. What worked for my team was meeting every once in a while to give each other a full debrief on our progress, where we needed assistance, and making plans for the next steps.