

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Name                      `remove("C:\Windows\System32\");`

Your Name                              Ray Wu                      wur99

Your Team Member's Name      Deev Patel              pated201

**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.

Phase 1: Grid and player class setup

Phase 2: Initial food class integration and the game over condition

Features: Snake food consumption and the special food item in the bonus feature implementation

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

Phase 1: Integrated PPA3 code, objPos class, and FSM

Phase 2: objPosArrayList class and the win condition

Features: Snake movement and growth and multiple food generation implementation for the bonus feature

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.

Overall, my first experience in a collaborated software development project was positive and insightful. I developed a lot of useful teamwork skills through working with my partner, including time management, coordination, and communication. What worked well was our ability to build off each other's contributions to create code that incorporated both of our skills. We complemented each other and the process of working with each other's code was seamless. We were also able to help catch the other person's errors as a way of double checking our work as we went along. Although there were some differences in our coding styles, we were able to adapt to each other's

habits and so that did not really cause any significant issues. If I were a one-person team, having a second collaborator would help tremendously and it would split the workload in half, provide a second opinion when it comes to decision making, and provide someone who is there to help if you get stuck.