

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Rich and Hady Fan Club

Your Name Sapna Suthar

Your Team Member's Name Elisabeth Mark

**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.
  - Iteration 0 – applied Minimum Four to the objPos class
  - Iteration 1a – implemented and created the Player class
  - Iteration 2a – added to the objPosArrayList Class
  - Half of Iteration 3 – worked on the snake body 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.
  - Iteration 0 – created the game board and draw routine implementation
  - Iteration 1b – implemented and created the GameMechs class
  - Iteration 2b – created the random food generation
  - Half of Iteration 3 – worked on snake food consumption and worked on checking if the snake dies
  
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 with another person on a software project was a learning curve. The biggest issue we struggled with was making sure we could understand each other's logic and code since we would be using it. Since both of us contributed, we had to ensure we were communicating our logic and commenting as we went to make sure we understood how the other person was coding. This helped in the long run, as it reduced the errors and ensured our code came together more cohesively.