COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   rich and hady fan club

Your Name   Elisabeth Mark

Your Team Member's Name   Sapna Suthar

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 have completed iteration 0 (created the initial hardcoded game board in the Project.cpp draw routine), iteration 1b (completed the GameMechs class), iteration 2b (contributed to the random food generation theory), and I completed half of iteration 3 (worked on the collision part of food consumption or the snake hitting itself and dying).

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 completed the other half of iteration 0 (wrote the rest of the minimum four in the objPos class), iteration 1a (completed the player class), iteration 2a (made the objArrayList class for the snake body) and the rest of iteration 3 (the snake body movement).

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 key to our success was communication. Initially, we were afraid of overwriting each other's code if we both pushed to GitHub. Thus, we told each other which classes we were separately editing to mitigate the chances of a push error. This was kind of tedious, so we learned how to make branches and push that way. Making branches let us make bench points in our snake game coding journey, allowing us to resolve errors quicker.