

# COMPENG 2SH4 Project – Statement of Contribution

Your Group Name                      ScottChen1A  
Your Name                                Daniel D’Costa  
Your Team Member’s Name        Gorazd Bojcev

**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 contributed to the project by completing the following tasks:

- Iteration 0 – Completing objPos class
- Iteration 1A – Implementing the Player class
- Iteration 2A – Implementing objPosArrayList class
- The third feature of iteration 3 – Implementing snake death check

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 contributed to the project by completing the following tasks:

- Iteration 1B – Implementing GameMechs class
- Iteration 2B – Random Food Generation
- Feature 1 of Iteration 3 – Snake Body Implementation
- Feature 2 of Iteration 3 – Food Consumption and body growth

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.

Me and my partner created a plan at the start of the project for how we wanted to split up the workload. We followed this plan by doing our own individual tasks, and then meeting up whenever necessary to integrate our two parts together for the game to work. We had some issues when it came to pushing our changes to the git repository as we would be working on the project at the same time in some instances. This caused some issues with pushing and pulling our source code so to solve this, we had to coordinate with each other when we were going to push and pull the code so that there would be no issues. Other than this, the project went very smoothly and we succeeded in creating the snake game.