COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   Sivansh and Lhavanjan

Your Name   Sivansh

Your Team Member's Name   Lhavanjan

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 – getting familiar with skeleton code and objpos class
   - Iteration 1A – player class
   - Iteration 2A – objposarray list class
   - Iteration 3 - array integration for snake movement, snake growth, score system
   - Bonus – food bucket 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 – getting familiar with skeleton code
   - Iteration 1B – gamemechs class
   - Iteration 2B – Random food generation/Food class
   - Iteration 3 – collision detection and lose game condition
   - Bonus – special food implementation

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 collaborated software development through this project was a success, as we effectively and efficiently completed through the project. We were able to divide and conquer iterations 1 and 2, and when required, it was easy to get the code reviewed by each other. What was difficult at times was reading the other partner's code and understanding it and integrating it into your own. I would've much rather coded it in my style on my own, but this is a learning experience which will prove useful in the industry, so I had to work around that.