

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Sivansh and Lhavanjan

Your Name Lhavanjan

Your Team Member's Name Sivansh

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 the Skeleton Code)
 - Iteration 1B (Refactor PPA2/PPA3 Code and Deploy the Game Mechanism (GameMechs) Container Class)
 - Iteration 2B (Random Food Generation)
 - Iteration 3 (Collision Detection, Game over condition)
 - Above and Beyond (Special Food Score Feature)
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 the Skeleton Code and Complete the Implementation of objPos)
 - Iteration 1A (Player Class Implementation)
 - Iteration 2A (Deploying and Validating objPosArrayList Functional Class)
 - Iteration 3 (array integration to deploy the snake body movement, snake body growth, score system update)
 - Above and Beyond (Food Bucket 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.

Working on my first team project was a fantastic experience. We both communicated openly and were dedicated to creating the best possible product. By splitting up the work and sticking to our deadlines, we were able to build a really solid game of snake. While we could have used a bit more feedback on each other's code, the project turned out great!