

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name skibidi gyatt "did you pray today" rizz

Your Name Tae Yeon Ha

Your Team Member's Name Shaun Plassery

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 completed the objPos and objPosArraylist header and cpp files, as well as collaborating on Shaun's code for the other files.

- objPos class:
 - Implemented Rule of Size/Minimum Four, ensuring the deep copy and copy assignment constructors are implemented correctly, as well as the destructor to safely remove pos object from the heap
 - objPosArraylist class:
 - Completed all methods, as well as implementing minimum four
 - Food class:
 - Resolved a pointer memory leak bug from initial draft of the generateFood method
 - Collaborated on main logic of the program with partner
 - Player class:
 - Combined me and my partner's Lab 3/4 code for player movement
 - Other files:
 - Resolved semantic bugs related to incorrect indices and syntax bug
2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.

Shaun contributed greatly to the project, having implemented the GameMechs and main Project file, as well as collaborating with me on the Food and Player files.

- GameMechs:
 - Completed all methods required for the GameMechs class with clean, minimalistic code
- Main Project:
 - Integrated his code from Lab 3 and 4 with efficiency, translating necessary implementations from previous labs with requirements for the final project
- Food class:
 - Initiated draft of the Food class, getting the ball rolling on preliminary logic and code
- Player class:

- Collaborated with me to implement previous lab 3 and 4 code to complete player 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.

I really enjoyed the idea of using git as a way to collaborate with my team members, even though we had some bumps in the road trying to figure out certain version control systems. It definitely felt like something we would do in the industry, helping us prepare for the future. One thing that did not work very well was the actual project itself, as I feel like it was very hard to collaborate on it. There were multiple instances where my code would not match up with my partner's, which lead to spending most of the time debugging the project. In all honesty, it feels like this specific project would have made more sense as an individual one. One good thing about having a second collaborator is that debugging was a lot quicker than if there was only one person doing it. All in all, it was still a very fun project!