

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number Snake 2

Your Name Farhan Sifar

Your Team Member's Name Ethan Wong

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.
 - Completed iteration 1B, 2B, feature 3 of iteration 3
 - gamemechs.h, gamemechs.c and part of gamemechs in project.cpp
 - Created food class and food files (Food.cpp and Food.h)
 - Snake death check - collision check, added selfcheckcollision to player class, edited movePlayer

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 1A, 2A, Features 1 and 2 in iteration 3, bonus
 - Completed player class (player.h, player.cpp)
 - Deployed and validated objposArrayList class
 - Snake body implementation using Array list
 - Snake food consumption, score
 - Bonus/extra (food bucket)

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.
 - Good experience overall
 - Pull and push feature allowed for individual work
 - Merging code sometimes resulted in conflicts, which needed to be fixed.