COMPENG 2SH4 Project – Statement of Contribution

Your Group Number   Snake_AandY

Your Name   Ayaan Hussain

Your Team Member's Name   Yuvraj Singh

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 first worked on the objPos class with my partner for iteration 0. I then took the parallel path A in iteration 1 and 2, designing the Player class, as well as the objPosArrayList class implementation. I then reconjoined with my partner for iteration 3. We designed all the features alongside each other which included the snake body implementation, the food consumption features, and the final death check 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.

   My partner worked alongside me for iteration 0. He then took the parallel path B where he worked on beginning and refining the GameMechs class. He then joined me in iteration 3 to collaborate in implementing the final snake game features.

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 experience working with a partner for this software development project was interesting. What was working was the fact that we were able to divide work in iterations 1 and 2. This made the project more manageable and enjoyable. We were able to effectively communicate our progresses to each other, help each other when either one of us struggled with certain project component implementations, etc. What did not work as well was committing and pushing our latest works to the remote repository. There were times in the project where either my partner or I did not feel that the final implementation of an iteration was entirely complete. When either one of us "git pulled" the other's work, it was then incredibly challenging to revert to a previous version of the project to refine the implementations that either partner thought was incomplete. There were also merging conflicts at points in the project where my partner and I worked on the same file.