

COMPENG 2SH4 Project – Statement of Contribution

Your Name: Ayesha Dogar

Your Team Member's Name: Jessica Wang

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.

For the development of this project, I worked on and completed all of iteration 2, in which I tested and implemented the objPosArrayList class as well as the Food class. For iteration 3, I collaborated with Jessica on Feature 1 to implement the objPosArrayList class into the Player and Food class to account for the snake body. Additionally, I implemented a method that checked for self-collision that would effectively end the game, completing Feature 3. Finally, I adapted the Food class to generate a food bucket rather than single item for the bonus, as well as facilitated modularity of the code by implementing additional methods where possible.

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.

For the development of the project, Jessica completed all of iteration 1 by implementing PPA2 features, implementing the GameMechs, the Finite State Machine Logic, and the draw screen. For iteration 3, Jessica refined the draw screen logic to account for printing the snake body and food bucket, collaborated with me on Feature 1 to implement the objPosArrayListClass, and checked for collisions with food objects to increment our score. Additionally, Jessica implemented the score implementation for special objects.

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.

In this collaborated software development project, I found myself to have a highly positive experience for the most part. I think my greatest source of trouble came from managing conflicting timelines, as Jessica and I were unable to adhere to the a and b developer structure that was outlined in the manual and, instead, worked consecutively on iteration 1 and 2 based on our other commitments. Luckily, we did not run into trouble regarding the object design but only because we worked on it together in real time. Otherwise, I foresee that we would've experienced trouble. The greatest trouble we experienced was in pushing, pulling, and merging our code, as when working on separately on our local repositories, we were unable to synch up.

