COMPENG 2SH4 Project – Statement of Contribution

Your Group Name   _____(students*)malloc(2 * sizeof(students))_____

Your Name   _____Sarah Abadir_____

Your Team Member's Name   _____Vanessa Ishak_____

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 iteration 1A and 2A for the project
   - My partner and I worked together for iteration 3 and the above and beyond features, but more specifically I did:
     - The implementation of the snake body movement in the movePlayer() method in the Player class
     - The addition of methods such as increasePlayerLength() and checkSelfCollision() in the Player class to implement snake body lengthening and snake death
     - Altered the DrawScreen() function in the main program to print the snake body

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 completed iteration 1B and 2B for the project
   - My partner and I worked together for iteration 3 and the above and beyond features, but more specifically she did:
     - Created the Food class
     - Altered the generateFood() method in the Food class to randomly generate 5 foods with 2 of them being special foods, and altered the checkFoodConsumption() method in the Player class accordingly for the above and beyond feature
     - Altered the DrawScreen() function in the main program to print the food items

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.

   Overall, the project went very well in my opinion in terms of the workload distribution and collaboration. Since I was developer A, I was more familiar with the objPosArrayList class and knew

how to implement that into the Player and Food classes, while my partner was an expert at the GameMechs class and knew how to incorporate its methods into the Player class. The only negative experience was that the merging on VSCode was more difficult than we expected. The option to merge on my partner's laptop would sometimes not pop up, so we ended up coding on one laptop for most of the project. While this was beneficial in the sense that we knew what the other person was doing, it did slow us down and wasn't as efficient as if we were able to work on the project simultaneously.