COMPENG 2SH4 Project – Statement of Contribution

Your Group Number

(students*)malloc(2 * sizeof(students))

Your Name

Vanessa Ishak

Your Team Member's Name

Sarah Abadir

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 course project, I took on the role of programmer B and independently completed iterations 1b and 2b. Beyond that, I created the food class, modified the generateFood function to include checks for two special foods, and handled food consumption. Additionally, I updated the drawScreen method to reflect the food items.

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 course project, my partner took on the role of programmer a, and independently completed iterations 1a and 2a. Further than that, she also implemented the snake's body movement, the movePlayer method in the player class, and additional functions for increasing player length and detecting self-collisions. Furthermore, she also updated the drawScreen method to reflect the snake's body changes. That is to say, we collaborated on iteration 3 and above and beyond, but each contributed our own part within it.

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.

This project marked my first experience in collaborative software development and proved to be an incredible opportunity to grow both technically and as a team player. I took on the role of programmer B, independently completing iterations 1b and 2b, focusing on all aspects related to food—whether it involved creation or consumption. Meanwhile, my partner, as programmer A, independently handled iterations 1a and 2a, managing everything related to the snake's body, including movement, collision detection, and growth. Together, we collaborated seamlessly on iteration 3 and beyond, merging our contributions into a cohesive and functional final product. So, what most definitely worked was splitting up the work and collaboration when needed.

One notable challenge we faced was with Git merges. While it typically worked, there were occasions when my partner's git push did not fully sync with my laptop after a git pull, causing syntax errors and preventing compilation. To overcome this, we opted to work on a single laptop, which eliminated the issue but slightly slowed our progress. Despite this challenge, the project was an overwhelmingly positive experience. We effectively divided responsibilities, supported each other, and successfully integrated our work into a unified system. This collaboration not only sharpened our technical skills but also emphasized the importance of communication, problem-solving, and adaptability—essential qualities for successful software development.