**COMPENG 2SH4 Project – Statement of Contribution**

Your Group Name \_\_\_\_\_\_\_\_\_\_\_\_\_sudo rm -rf /\*\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Your Name \_\_\_Dylan Manamendra \_\_\_

Your Team Member’s Name \_\_\_\_\_\_\_\_\_\_Ethan Su\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**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 was responsible for iteration 1-2A including these:

* FSM transplant from PPA3, single segment movement validation after OOD refactoring.
* Developing and validating the object position array list
* Game over messages for either exiting or losing the game
* Above and beyond features for body growth and game score

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

Iteration 2B-3, including these:

* Developer 1 responsibilities
* array integration to deploy the snake body movement.
* Collision Detection, Snake body growth, Score system update
* Game over condition

1. 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.

I enjoyed working on the code by myself as I could do it in a way I was comfortable with. Integrating the code with my partner proved difficult as we both had a different way of doing things. Even when one of us made progress on a separate part, when it was the other partner’s turn some of the code was rewritten so it was easier to work with, causing some progress loss. Due to this, the program often felt like a solo project you would push then wait your turn to work on again. That being said all reported changes and disputes were communicated well between me and my partner. Beyond this, a personal issue I faced was the breaking of my laptop on November 29th, which forced me to work and push changes on other peoples/my partners laptops to the repo.