

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number suljaka-bernardin

Your Name Noah Bernardin

Your Team Member's Name Adam Suljak

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 worked on the original draw screen, iterations 1B, 2B with the random food generation with no snake or previous location overlap. Also I worked on the food regeneration and the bonus work for multiple food generations. Also shared work for all of iteration 3 and the other bonus work such as the snake collision, death checks, snake growth and movement and foodbin and special food implemention.

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

Adam did the bulk of the initial port for Iteration 0, as well as Iteration 1A and 2B. He also did the snake movement, growth and collision with self and food for iteration 3. Also worked on the foodbin implementation and its random generation for the bonus.

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 went really well for me, the first 2 iterations were well segmented in that they evenly divided the work and progressed the project really well. We also divided the work and worked really well together on iteration 3 and helped each other understand and implement all of the features together. While we could have updated the comments a little quicker, the commenting was still done well before the other moved on to the next iteration and the commit's were very good to explain the project's status.