COMPENG 2SH4 Project – Statement of Contribution

Your Group Number	suljaka-bernardin
Your Name	Adam Suljak
Your Team Member's Name	Noah Bernardin

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.

   The two major project iterations that I worked on fully on my own were Iteration 1A and Iteration 2A. Noah and I selected the iterations we would work on together, and we felt that, upon looking at the iterations, this was the most even split we could get. Most of my time went to working on Iteration 2A, specifically on the ObjPosArrayList class, as this was the part of the project that was the most difficult for me. Iteration 1A went very smoothly, and both iterations were finished by me earlier than expected. Noah and I worked on Iteration 0 together, beginning with us reviewing the ObjPos class together, after which point I completed the rule of 6 / minimum 4. We completed both Iteration 3 and the advanced features together, and met up on campus to do so. Apart from that, I also set up a GitHub Kanban so we could track our progress and set timelines for both our 2SH4 Final Project and our AD3 Homework #3, which we also completed together. This was something I had learned from the McMaster Mars Rover Team, and was very excited to introduce to Noah.

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

   Noah's primary individual contribution was Iteration 1B and Iteration 2B, which we both determined was an even split compared to my part of the project. This primarily concerned the GameMechs class, as he chose to implement the food generation in this class. This was a decision that I respected and trusted when it came to his implementation, however, we did need to refactor his food in GameMechs into a new class when we worked on the advanced features. He completed all of his tasks well before ethe internal deadlines we set within our group, and was extremely responsive when working on the project. He also completed the logic for drawing the screen in Iteration 0, and we met up together as a team to complete Iteration 3 and the advanced features.

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.

   While I have had some experience with collaborative development in software projects before due to competing in various hackathons, I do believe this my best overall experience in a groupwork environment so far in university. Having a GitHub Kanban to track progress was a major success, as it allowed us to stay on track with the project and be aware of each other's progress. Similarly, we

tried to make our repository commit messages as detailed and concise as possible so that we could easily understand what we had completed. Both of these things I had learned from my experience on the McMaster Mars Rover Team, and was very excited to introduce this to Noah and to apply this to a course project. Similarly, being in contact regularly helped us succeed in this project. As Noah and I sit beside each other in 2CI4, 2SH4, and STATS 3Y03 every day, we would talk about the project every day and update each other on each others' progress. This made it extremely easy when we met to work on Iteration 3, as we were already up to date with each other regarding what had been done. However, one thing that could have been done better by both parties was commenting code properly, as it would allow us to easily understand the other person's implementation in a much quicker time frame. Similarly, meeting before each iteration to discuss project requirements and the task at hand could have been beneficial, as it would allow both parties to have a greater understanding of the overall project.

Overall, I had an amazing experience with this project, and working with Noah for this was an absolute pleasure!