

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Number [super-awesome-team-name](#)

Your Name Jethro Lin

Your Team Member's Name Ray Yu

**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.

Iteration 1 functionality as well as some changes to iteration 2B, iteration 3, and above and beyond features. I also made final changes to the code to help better align the program with OOD principles.

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

Ray continued off the progress made from Iteration 1 and helped rectify some of the bugs remaining. From there, he worked on implementing the framework for iteration 2, 3, as well as 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.

As we were new to using version control (GitHub), we needed to coordinate what we were working on so that our changes did not get overwritten by other code. As a result, we were not able to program the game simultaneously to prevent this from happening. Despite this, we were able to communicate our program functionality with each other, resulting in a nice implementation of the code.