

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Name                      taj and james

Your Name                              Taejin Eom

Your Team Member's Name      James Doane Hallett Shakespeare

**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.

My partner and I worked on the project following the recommended workflow. We did iterations 0 and 3 together. For iteration 1 and 2, I did 1A and 2A. More specifically, I worked more on the player position and the list array itself. Also, did a lot of draw screen logic in the code.

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

Once again, we worked on iterations 0 and 3 together. My partner completed iterations 1B and 2B. He was mostly responsible for the food object and food position.

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.

One thing I found helpful about having a partner was that they could review my code and find small mistakes that I couldn't see. Sometimes, when you code for a while, you can get tired and start missing small details, leading to an even longer debugging session. However, having a partner, it's easier to spot mistakes that either person makes and to correct them. Furthermore, everyone has different strengths in coding, so having a partner who may be more familiar with certain topics can also significantly help when developing the program.