

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number Team Burnt Kitchen

Your Name Tyler Fong (fongt5)

Your Team Member's Name Caden Chan (chanc167)

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.
 - Worked on the Food class. Implementing both the random food generation (Iteration 2B) and the bonus task of implementing food (Above and Beyond Feature) as an objPosArrayList containing multiple normal and special foods rather than just a singular object
 - I worked on implementing the checkFoodConsumption method in the player class, and implementing the collision logic in the run logic of project.cpp for when the player collides with another object in food. (Iteration 3 - Feature 2)
2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Helped setup the initial layout of the project with the implementation of the player class (Iteration 1A) and using the logic from his PPA 2/ PPA 3 (Iteration 1B) and repurposing it to follow proper OOD principles
 - He also validated the objPosArrayList class and insured that elements could be added or removed with the correct logic (Iteration 2A)
 - My partner worked on the self collision method as well as the loseFlagStatus method and the messages that are displayed once the game ends (Iteration 3 - Feature 1 and 3)
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.

I think I enjoyed this project because it was the first time I got to experience working with someone collaboratively while using github. I think it was advantageous that I was able to easily communicate with my partner when we were working on the task together. This allowed us to easily know when we were pushing our code and where not to interfere to avoid issues with merging the different versions. I think working together helped bounce off different ideas and strengthen my understanding of OOD design and implementation. Through working with my partner I believe that we were able to effectively share the workload while also implementing a better game than one could have made individually.