

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name _____team-burnt-kitchen_____

Your Name _____Caden Chan (chanc167)_____

Your Team Member's Name _____Tyler Fong (fongt5)_____

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.
 - Porting game mechanisms from PPA3 into OOD, C++ implementations in the GameMechs class
 - Basic input system, game exit conditions, score system
 - Basic player movement FSM
 - Developed and validated the object position array list
 - Implemented objPosArrayList to deploy snake body movement and snake body growth
 - Implemented collision detection with player self and the game over condition
2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Implementation of the Food object
 - Random position generation, validated on the game board through extensive testing
 - Implementation of the Food bin using objPosArrayList to enable 5 randomly generate food items on the board at once
 - Implementation of different Food types and the random generation of different foods
 - Implemented collision detection for Food
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.

Collaborating on a software development project required much more communication and planning. Using OOD it was very simple to divide tasks among the team, helping to avoid issues with git conflicts, as adequate planning ensured we were never editing the same lines of code at the same time. Having prior experience in collaborated software development helped with avoiding issues like troublesome git conflicts, and taking full advantage of completing the project with a collaborative effort.