

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Team-Aaryon

Your Name Jacob Chisholm

Your Team Member's Name Aaryon Arora

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 1B:
- Fleshing out the GameMechs class
- Input Handling in the Project class, refactored from PPA2
- Implemented debugging keys for incrementing score and setting the lose condition
- Iteration 2A:
- Developed the objPosArrayList class inside the test suite to ensure functionality (passing all test cases) and reinforcing understanding of array list concepts.
- Implemented special member functions required but not directly included in code, adhering to rule of six.
- Iteration 3:
- Refactored all instances of objPos to objPosArrayList for feature 1
- Worked with my partner in tandem to develop algorithm for multi-block snake object.
- Implemented feature 3 inside the Player class, ensuring the functionality of self collisions in the game.
- Bonus:
- Developed the special food objects, offering players a chance to get higher points per food collection and increase their snake by increments greater than 1.
- Added comments to my contributions of 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.

My partner completed:

-Iteration 0

-Iteration 1A

- Iteration 2B
- Worked in tandem with me to develop algorithm for multi-block snake object.
- Implemented Feature 2 for Iteration 3
- Implemented the ability for more than one food object to spawn as part of the bonus feature.
- Implemented UI instructions as bonus
- Implemented a pause game feature as bonus
- Commented his contributions to the code.

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.

In high school, both me and my partner had the opportunity (in our own individual groups) to work as part of teams in a large scale coding project in our Grade 12 computer science class. This provided us both with background knowledge on working in individual Github branches and dividing work as we saw fit. Both me and my partner would agree that we organized the work very effectively and we're able to go the distance on all the tasks we assigned each other. To that end, we also helped to collaborate with one another when one person found themselves stuck on something. I don't think I would have any complaints about working with my partner, we made a fantastic team.