

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Team_Aaryon

Your Name Aaryon Arora

Your Team Member's Name Jacob Chisholm

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.

The iterations I worked on for this project are:

- Iteration 1A
- Iteration 2B
- Part of Iteration 3
- Part of Bonus Features

For Iteration 1A, I implemented all the code necessary to be able to move a single character around the gameboard. For Iteration 2B, I took the slightly harder route and created a Food class to randomly generate a single food item in the board. For iteration 3, my partner and I worked together a bit but also split up the work. I worked on printing the snake body as there was more than 1 character displayed on the screen and fine tuned some features. Then I worked on growing the snake length on consumption of a food object. Lastly, for the bonus feature I redid my code for the food object to handle generating multiple food objects on the board and having object collision for any food object with the snake.

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 did everything I haven't mentioned above. He worked on Iteration 1B in which he fully implemented the GameMechs class and fine tuned some losing and end game messages. He worked on Iteration 2A which he fully implemented the objPosArrayList class in order to be used in the game. He worked on the first part of iteration 3 in which he implemented the logic to move the snake around (insert a head object and delete the tail). He implemented the death check in which the game ends if the snake collides with itself. Lastly he implemented the final part of the bonus feature where 2 special foods are

created that either increase the score by 50 by increasing the snake length by 10 or just increasing the score by 10.

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.

Overall the experience with working as a team on this project was good. It took the stress away immensely by greatly easing the workload. At first glance this project seemed like a huge undertaking but having a partner that did his fair share of work took away all the stress. It was helpful that the project's features were divided into parts that we can both work on separately without getting in each others way. For iteration 3 and the bonus feature it took some time to figure out how to divide up the work fairly and having the time to sit down and look at the code together. However, once we found a simple way to do iteration 3 together, the bonus feature came easily.