

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name The Del-Tastic Two

Your Name Delina Mekonnen

Your Team Member's Name Delenn O'Reilly-Patton

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 0
- Iteration 1a
- Iteration 2a
- Iteration 3

Iteration 0 and 3 was done together. I worked on classes such as objPos, Player, objArrayList, and Project.

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

- Iteration 0
- Iteration 1b
- Iteration 2b
- Iteration 3

My teammate worked with me on Iteration 0 and 3. She worked on classes such as ObjPos, GameMechs, objArrayList, and Project.

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.

This was a valuable experience as my first collaborative software development project, providing a great opportunity to learn the fundamentals of using GitHub and working on a complex OOD. Clear communication, defined roles, and set timelines helped us stay organized and meet milestones. However, integrating our contributions in iteration 3 was challenging, and more frequent in-person check-ins could have expedited resolving issues. Overall, we succeeded in collaborating to complete the project and gained valuable insights from each other.