

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Thevenin
Your Name Taejun Roh
Your Team Member's Name Jay Shin

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
 - Iteration 2A
 - Iteration 3
 - objPos Class
 - onjPosArrayList Class

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 1A
 - Iteration 2B
 - Iteration 3
 - GameMechs Class
 - Food Class
 - Player Class

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.

It was definitely challenging, but also rewarding working with a colleague towards a single code project. As I had never worked on a project with another collaborator, although I had a great time towards the end, I had faced a major challenge merging the code pieces that we each made into the main code. We met almost everyday merging our codes and debugging the red squiggles. At the end of the project, I could confidently say that I could have reached higher than my own high point working with a second collaborator. I could see a new point of view and my own logical flaws. Although I would prefer working with a collaborator as I could improve the code quality, I could have avoided the time I spent on merging the code pieces if I had worked alone. However, the amount of time I saved with a second collaborator is equivalent to the time I spend merging the code.