

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Those Who Know

Your Name Samarth Vijay

Your Team Member's Name Stefan Ionica

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 1/1A/2A: Worked on the objPos class as well as testing and implementing all rule of 6/minimum 4 and additional functions in the objPos.cpp/objPosArrayList.cpp files
 - Iteration 3: Implemented player class and all included functions such as movePlayer and updatePlayerDir(finite state machine logic from PPA 3) and edited the Player.cpp/Player.h files

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 1B: Implemented the GameMechs class and all included class and additional functions within it
 - Iteration 2B: Food implementation done inside GameMechs class instead of a separate class for Food
 - Iteration 3: Deployed all classes and logic in Project.cpp file which included display of game and calling of all player object and game mechanics.

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.

Me and my partner worked quite synchronously for the project, as we set up times to work on the project and also managed to give advice and edit each other's work. The only struggle we really had was understanding how to use the GitHub tool when pushing committing and pulling each other's code. Very often we would run into overwrite errors. We only later understood the concept of branching and merging our solutions and therefore had to unfortunately get rid of our bonus implementation due to both of us working on it.