COMPENG 2SH4 Project – Statement of Contribution

Your Group Name: Veronica and Hafsa

Your Name: Hafsa Najam

Your Team Member's Name: Veronica Botros

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.**

   For our COMPENG 2SH4 project, I worked on Iterations 1a, 2 and helped with Iteration 3 feature 1. In Iteration 1a, I focused on setting up the Player class by converting the FSM logic from PPA3 into C++ and getting the snake's movement to work. In Iteration 2, I worked on the objPosArrayList class, making sure it was solid and passed all the tests before we used it in the main project. For Iteration 3, I helped with the food collision.

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 worked on Iterations 1b and 3. In Iteration 1b, they handled the GameMechs class, which included setting up things like the board size, input collection, and the exit logic. For Iteration 3, they focused on the snake growing when it eats food, collision detection, and making sure the game ends properly when it's over

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.**

   The project was a great learning experience, especially because we split the work evenly and communicated well. Every time we finished an iteration, we would update each other on what we did, which kept us on the same page and made the next steps easier. Iteration 3 took us the most time, mostly because of the "minimum four" rule, which required a lot of attention to detail for memory management and special member functions. If we could do it again, we'd probably spend more time re-reading the manual at the start to make sure we fully understood what we needed to do. Overall, it was a challenging but rewarding experience, and I learned a lot about teamwork and object-oriented design