

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name we're costco guys

Your Name zengw16

Your Team Member's Name sharm12

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.
 - a. Implemented Food system and bonus food bin items.
 - b. Game mechanisms: input, game condition, and score system.
 - i. Collision detection, updating snake body growth and score keeping functions
2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - a. Initial setup & classes & objPos and objPosArrayList
 - b. Game over condition
 - c. Snake body movements
 - d. Array Integration
 - e. FSM transplant from PPA3
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.

I think our main issue was getting started with the project as we were both caught up with other school work. However, when we finally got started with the project we were able to divide the work efficiently and communicated with each other our availabilities and was able to submit a functioning code at the end. We had a small technical difficulty with pushing and pulling each others code from github, that did cost us some time to figure out. Apart from that, we had good communication and was always available to help each other out. We were both willing to put in work and effort, when we were both struggling with the code.