

# COMPENG 2SH4 Project – Statement of Contribution

Your Group Number [course-project-we-understand-it-now](#)

Your Name Huzaifa Syed

Your Team Member's Name Maheer Huq

**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.

I worked on the 'A' side of development, completing Iteration 1A, 2A, and the first two features of Iteration 3. The classes where most of my work was done were: Player.cpp, objPos.cpp, and objPosArrayList.cpp.

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's contribution to the COMPENG 2SH4 project consisted of being the 'B'-side developer for the iterative workflow provided in the manual. He was responsible for Iteration 1B and 2B. For Iteration 3 he worked on feature 3. Most of his work was done with Project.cpp, GameMechs.cpp, and Food.cpp.

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.

Git as a version control system is great as being able to push and pull each other's work made it easy to seamlessly integrate our works together. Also, we had the ability to discard changes to go back to the last push to origin if necessary, which is a great failsafe. The part that was a bit difficult was balancing when we would work on it since working at the same time would make some changes/additions overlap or not work, so we made sure to communicate when working.