

## COMPENG 2SH4 Project – Statement of Contribution

Your Group Number We Understand It Now.

Your Name Maheer Hug

Your Team Member's Name Huzaifa Syed

**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.

My contribution to the COMPENG 2SH4 project consisted of being the 'B'-side developer for the iterative workflow provided in the manual. This meant that I was responsible for Iteration 1B and 2B. For Iteration 3 I worked on feature 3 as well. The classes where most of my work was done was: Project.cpp, GameMechs.cpp, and Food.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 worked on the 'A' side of development, completing Iteration 1A, 2A, and the first two features of Iteration 3. The classes where most of his work was done are: Player.cpp, objPos.cpp, and objPosArrayList.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.

The experience for my first collaborated software development project was surprisingly smooth and very educative. Our working flow was unproblematic and neither of us faced any considerable issues that required a lot of attention to. An upside to this experience was learning how to manage Git when it isn't just yourself working on the repo. A downside was the fact that we could not work together in-person for Iteration 3 as I was sick and could not come in person.