

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number windows

Your Name Peter Yakubu

Your Team Member's Name Bashar Hamade

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 implemented the objPos class, for the first iteration. Then, I moved on to creating the GameMechs class for iteration 1B, for managing the game state, including the score, exitFlag, loseFlag, and winFlag. I also built the objPosArrayClass for iteration 2A, a dynamic array-based structure to manage the snake's body positions. In iteration 3, I enhanced it by adding methods for inserting, removing, and accessing the snake's head, tail, and length. I also did part of the Project.cpp file.

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.

In iteration 1A, Bashar worked on the Player class, which included managing direction updates, food consumption, boundary wrapping, and game state conditions. In iteration 2B, he worked on random food generation in the GameMechs class and made sure it did not overlap with the snake parts in iteration 3. He also implemented collision detection for when the player loses the game. Finally, in the Project.cpp file, he added comments to the files and resolved the memory memory leaks we had at the end.

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 really enjoyed working in a team with Bashar because we both understood each other throughout the project, and we were easily able to distribute the tasks amongst ourselves in a fair way. It did not feel to me like anyone was getting more or less work than the other. And we did not have many issues working on git because we mostly worked at different times of the day. We also both did our best to find solutions to problems we had throughout the coding process.