COMPENG 2SH4 Project – Statement of Contribution

Your Group Number: windows

Your Name: Bashar Hamade

Your Team Member's Name: Peter Yakubu

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 did the Player class which was iteration 1A. It included features like direction updates, food consumption, and boundary wrapping. I handled the win, lose and forced exit conditions. I also developed food generation in the GameMechs class which was iteration 2B which spawned a random food item within the game board boundaries and made sure it didn't overlap with the snake using a bit array in iteration 3, feature 2. I implemented collision detection which was iteration 3 feature 3. This made sure that the game could end smoothly depending on whether it was a forced exit, loss, or win. I refined half of the Project.cpp file and added comments to all the files. Also worked to find memory leak problem.

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

   Peter did the objPos class, which was the first iteration we should've completed together, but he ended up doing it himself. Peter implemented the GameMechs class, which is iteration 1B. The GameMechs class includes game-state information like score, exitFlag, loseFlag, and winFlag. Peter also implemented the objPosArrayClass, which is iteration 2A. It is a dynamic array-based data structure which manages the snake's body positions. In iteration 3, feature 1 Peter expanded on it by adding methods for insertion, removal, and accessors for the head, tail, and total length of the snake. Peter also contributed to half of the Project.cpp file.

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

   It wasn't our first time collaborating in software development so it was pretty easy to work together. We actively communicated on Teams and Instagram to make sure we knew what tasks needed to be done and took turns working on the snake game every other day. It was easy to push and pull each others changes. We were both committed to doing well on this project so we actively responded to issues we might have faced. Overall, everything worked fine and we had no issue finishing the project.