

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Yash&Shiv

Your Name Yash Panchal

Your Team Member's Name Shiv Patel

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.
 - objPosArray code, updates and cleaning up code
 - gameMech files updates and code
 - user interface of game
 - integrating speed levels
 - commenting all of the code
 - fixing git issues (had to reupload files because commit didn't work)
 - debugging the errors
 - project file code and updates (ex. post-game conditions such as win or loss or quit)

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Player class development and updates
 - Contribution to user interface (displaying messages based on active game conditions)
 - objPos class development and updates
 - fixing git issues
 - Food class development and updates
 - gameMech file development
 - debugging problems in the code
 - helping integrate different classes in the main project 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.

Working with GitHub for the first time with a partner was a bit difficult. There were many issues with pulling and pushing the code. We were not able to work on the code at the same time because then it caused issues with versions, and if I pulled his code, then my code would disappear and there would be merging issues which I did not know how to handle (reuploaded files). It was a bit difficult but a fun experience. Managing time on this was a bit difficult because we had to align our schedules such that we would try to finish our section of code in order, attempting to follow the design. It was

also efficient to have a partner because work delegation reduced the total workload. The problem with this was that we had to be cautious of the variable names we would use, as that directly impacted the next iteration in the code. Regardless, it was fun seeing how our iterations, and work done separately, would come together to form the game. If I was a one-person team, I would have a better idea of the entire project, because I would have worked on each step myself, and known how the code was designed. It would have made it easier to debug problems and integrate the code together. However, I would take longer to code the problems, and finish the project, because of the heavy workload on this project. In addition, having a second mind made it easier to tackle the iterations, as we were able to help each other on it. I would not have this if I were to work alone.