**Contribution Report:-**

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After the poor time keeping and general lack of enthusiasm from the first task, I decided to take a more leader like role in this part of the project. I tried to regulate work through and assign and motivate people to get work done. But I found this extremely hard to do, with some of the group seemingly not in university for the first few weeks of the project. And general work ethic it felt like the deadlines we agreed on were ignored. Parts of the project were delayed for far too long and this caused me specifically lots of bother when trying to implement the user viewing functionality because drawing was delayed. When drawing was completed, I ended up having to convert the format it was in to work with our files as well as implementing extra features. This caused me a lot of delay and slowed me down when trying to continue on with work we agreed on.

At meetings I tried to assess what people would and could do however due to how late some people decided to start it was very hard for me to leave them. This forced us to reassign roles and responsibilities for the classes. Subsequently I believe I have written a far larger part of this program than was intended for this coursework. While others took advantage of the fact I wanted to complete this project and ultimately left it till the end so I would have to complete the little that they had done. With some people refusing to give true estimates of how long they will take to complete tasks. In the end I felt completely responsible to spend as much time as I can to complete this task.

Hugh Willman 912729

Having taken the feedback from the design phase onboard, I had a fairly solid idea of how to go about coding the class hierarchy relating to uploading images, selecting inbuilt images and drawing new images. Unfortunately, due to some poor communication and misinterpretation of how the prototype would function on my part, two of the classes were mostly incompatible with the group's vision for the system, though functional. Due to being somewhat slow to work on them, and late to properly get going on them (which is on my head, my time management needs improvement), the upload image and select inbuilt image classes were removed in favour of more compatible methods within the relevant classes. In retrospect, I can see how I could have adapted the classes to function properly with the rest of the system, but by the time I became aware of this there was little point in doing so as the alternative had already been implemented. Much of the code involved in the drawImage class was also used in producing a replacement class for drawing images that also was more in line with the rest of the system.

I also took on the job of producing the demo videos for the prototype as there was nobody filling that role at the time I took it on and I felt that I hadn't contributed enough to be pulling my weight. This was reasonably successful, despite requiring multiple "takes" to get within a quality I was reasonably happy with. In short - I made some bad decisions regarding time management, and feel that I let the group down due to it.

I was responsible for the FileIO of the program. I’ve written FileReader and FileWriter classes for the program and gave the foundations for Artwork, Sculpture and Painting classes which have been improved by Tim. While the program was being developed, I tried to make changes to both my classes and other ones such as Database to make the program work but the lack of contribution from some members made it impossible to have certain features on time, thus slowing down the progress and undermining the outcome. I was present at all meetings and I was trying to come up with ideas and things to change. There was a bit of conflict between members regarding certain ways of implementing features which delayed the development even more. In conclusion the whole project was a chaos and things could’ve gone differently if there wasn’t such lack of motivation and general apathy towards completing the tasks.