Group APT_2 – Contribution Statement

Student Name	Tasks Completed	Total Contribution (%)
Phan Gia Bao Le	-Choice of where to use linked list, vector & array -Implement Round class in general -Implement Mosaic class in general -Implement CalculateScore class in general -Initial Design of ADTs (classes and potential methods) -User Prompt (for gameplay), but no/minimal error checking -Implementation(s) or suitable ADTs wrapper for the use of vector and arrays, game logic not required -ADT implementation for storing information, game loop logic not required -Implement Player class in details -Implement Game class in details, -Gameplay for single round, that is selecting and moving of tiles from a factory to players mosaic, -Initialisation of data structures for new game -Fully complete implementation and error free, -Final Tests, -Automated placement of tiles at end of round, but no scoring -Loading game feature -Final test	37%
Thong Nguyen	-MS Team created -Git Repo created -Choice of where to use linked list, vector & array -Implement Player class in general -Implement Game class in general -Implement Factories class in general -Initial Design of ADTs (classes and potential methods) -User Prompt (for gameplay), but no/minimal error checking -Implementation(s) or suitable	33%

	ADTs wrapper for the use of vector and arrays, game logic not required -ADT implementation for storing information, game loop logic not required -Bug fixes of Choosing the empty line, full line - Mosaic (Should be error), -Bug fixes of Same colour (What if user put the different colours in titles) -Fully complete implementation and error free, -Full error checking of user prompt, -Bug fixes in loading game, -Bug fixes of miscalculation in score -Implement Score (Calculate Score when done each round) -Save game feature	
Yuepeng Du	-Basic Main menu with "credits” -Main Menu -Implement Node class -Implement Linked List class -Implement Turn class -Initial Design of ADTs (classes and potential methods) -User Prompt (for gameplay), but no/minimal error checking -Linked List implementation -Implementation(s) or suitable ADTs wrapper for the use of vector and arrays, game logic not required -ADT implementation for storing information, game loop logic not required -Updates all group documents -Implement Score (Calculate Score when done each round) -Group Report Written -Bug fixes of clear the broken line after each round -Bug fixes of miscalculation in score	30%

Tutor Name: Dale Stanbrough, Rob Tirtasentana