

COMPENG 2SH4 Project – Statement of Contribution

Your Group Number Nabil's Team

Your Name Nabil Memon

Your Team Member's Name Omar Bayari

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 worked on iteration 1b and 2a.
 - We worked on iteration 3 together but I mainly focused on feature 1 while my partner focused on feature 2 and 3.
 - I worked on the ObjPosArrayList, GameMechs and some parts of the player classes.
 - We worked on project.cpp together based on the classed we were working on.

2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - My partner did iteration 1a and 2b.
 - We worked on iteration 3 together but he mainly focused on feature 2 and 3 while I focused on feature 1.
 - He worked on the food, ObjPos, Player and some parts of GameMechs class
 - We worked on project.cpp together based on the classes he worked on.

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 was a great first-time experience and I look to working on projects that hopefully run as smoothly as this project did.
 - We were able to split the work effectively into different parts which we later could use without any difficulty in understanding what the other group did.
 - We were communicating effectively and complete our work over time without stressing too much.