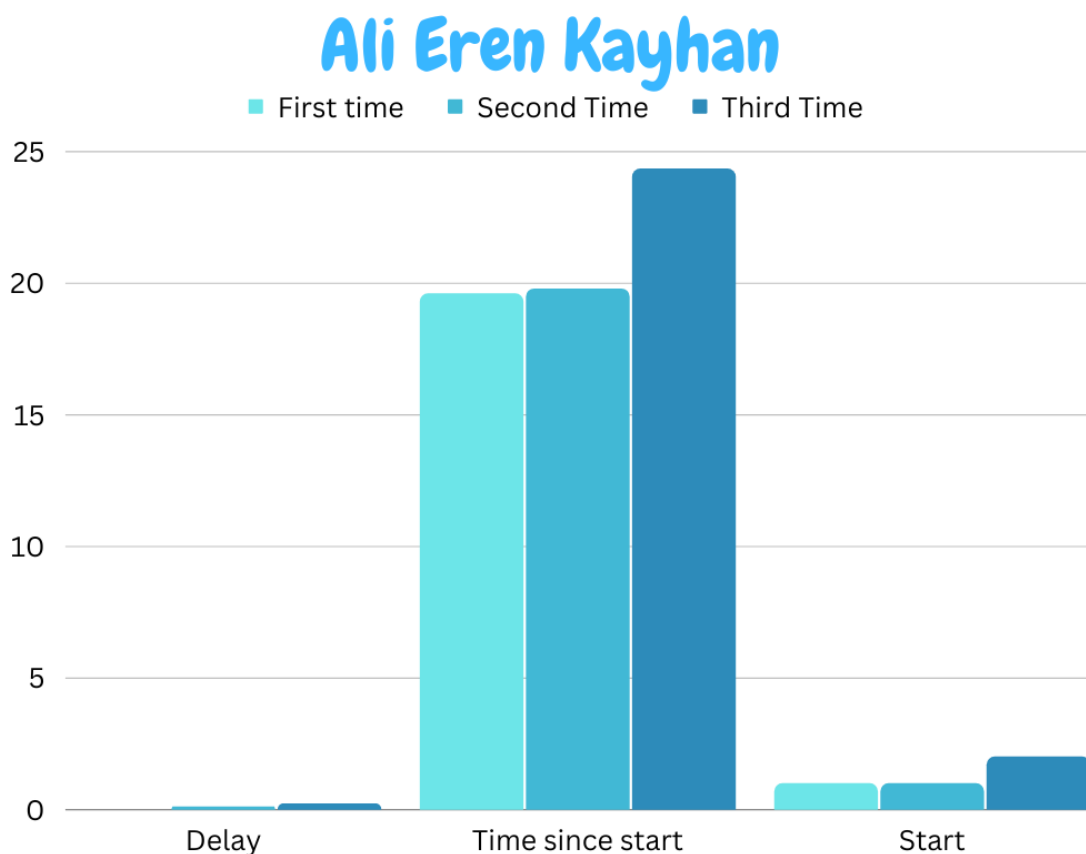


# Assignment 3

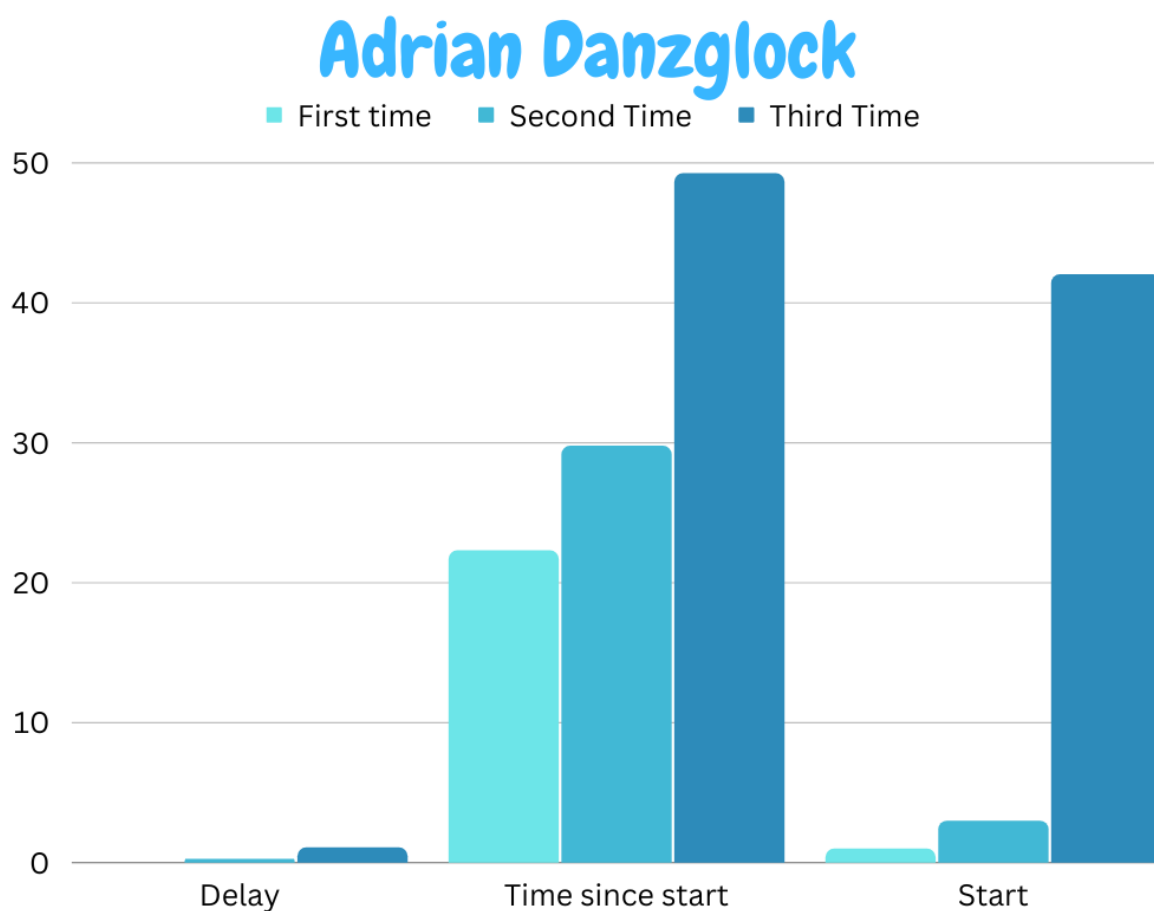
Ali Eren Kayhan, Adrian Danzglock

## Excercise 1 Laggy jump'n run, (2 Credits)

- Ali Eren Kayhan
  - First time
    - \* Delay: 0
    - \* Time since start: 19.601
    - \* Starts: 1
  - Second time
    - \* Delay: 0.1
    - \* Time since start: 19.785
    - \* Starts: 1
  - Third time
    - \* Delay: 0.2
    - \* Time since: 24.334
    - \* Starts: 2



- Adrian Danzglock
  - First time
    - \* Delay: 0
    - \* Time since start: 22.3s
    - \* Starts: 1
  - Second time
    - \* Delay: 0.25
    - \* Time since start: 29.769
    - \* Starts: 3
  - Third time
    - \* Delay: 1.0
    - \* Time since start: 49.226
    - \* Starts: 42



#### Summary of our discussion about the results

Each time we increase the delay, the game gets harder to control; therefore it takes longer to finish the game and the player becomes more and more stressed. If this happens in a published game, the player may no longer want to continue playing the game due to the stressful experience with the game.

**Excercise 2   Unreal C++, (*4 Credits*)**

Our GitHub repo link: [https://github.com/Alierenkayhan/UnrealEngine\\_VR\\_BremenUni](https://github.com/Alierenkayhan/UnrealEngine_VR_BremenUni)

**Excercise 3   Unreal C++ and LOD, (*6 Credits*)**

Our GitHub repo link: [https://github.com/Alierenkayhan/UnrealEngine\\_VR\\_BremenUni](https://github.com/Alierenkayhan/UnrealEngine_VR_BremenUni)