Reference Certificate

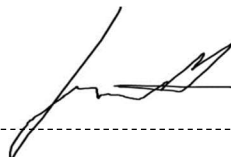## *Asel Kitulagoda*

has successfully completed the module

COMS30400 Group Project.

This year the Group Project unit COMS30400 a.k.a. 'Games Project' was affected by the coronavirus outbreak to the extent that the submitted projects could neither be fully finalised nor be awarded a final summative mark. However, based on the submitted work and in comparison with previous projects, the unit panel judges the student's project contribution as being on a trajectory **towards a 1st class mark**.

As **member of a team of six**, the student contributed towards the development of a room-size virtual reality (VR) 3D drawing game based on HTC Vive technology and core implementations in C++ and C#. The team used Unity, Maya, OpenCV and other enabling software and technologies. The project brought together an ambitious mixture of technologies. The team's development process was supported via tools such as Git and Trello.

The student made particularly important contributions towards the team by working on implementations for 3D drawing and collision detection, 3D shape recognition, component integration, as well as version control. The student also supported the team's general development and testing cycles.

Overall, the team showed that they can work professionally, productively and to an excellent standard generating novel content. They successfully organized a multi-component software project and produced a software product of excellent quality.

T Burghardt on behalf of the COMS30400 Panel