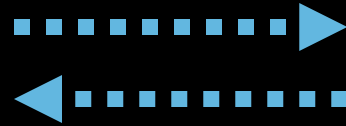




VisualRacing

Live data tracking

Lap time analytics



Racing Simulation

Car information

Driving analytics

Enhance your sim racing experience and
improve your skills.

Track live data



Analyze



Improve

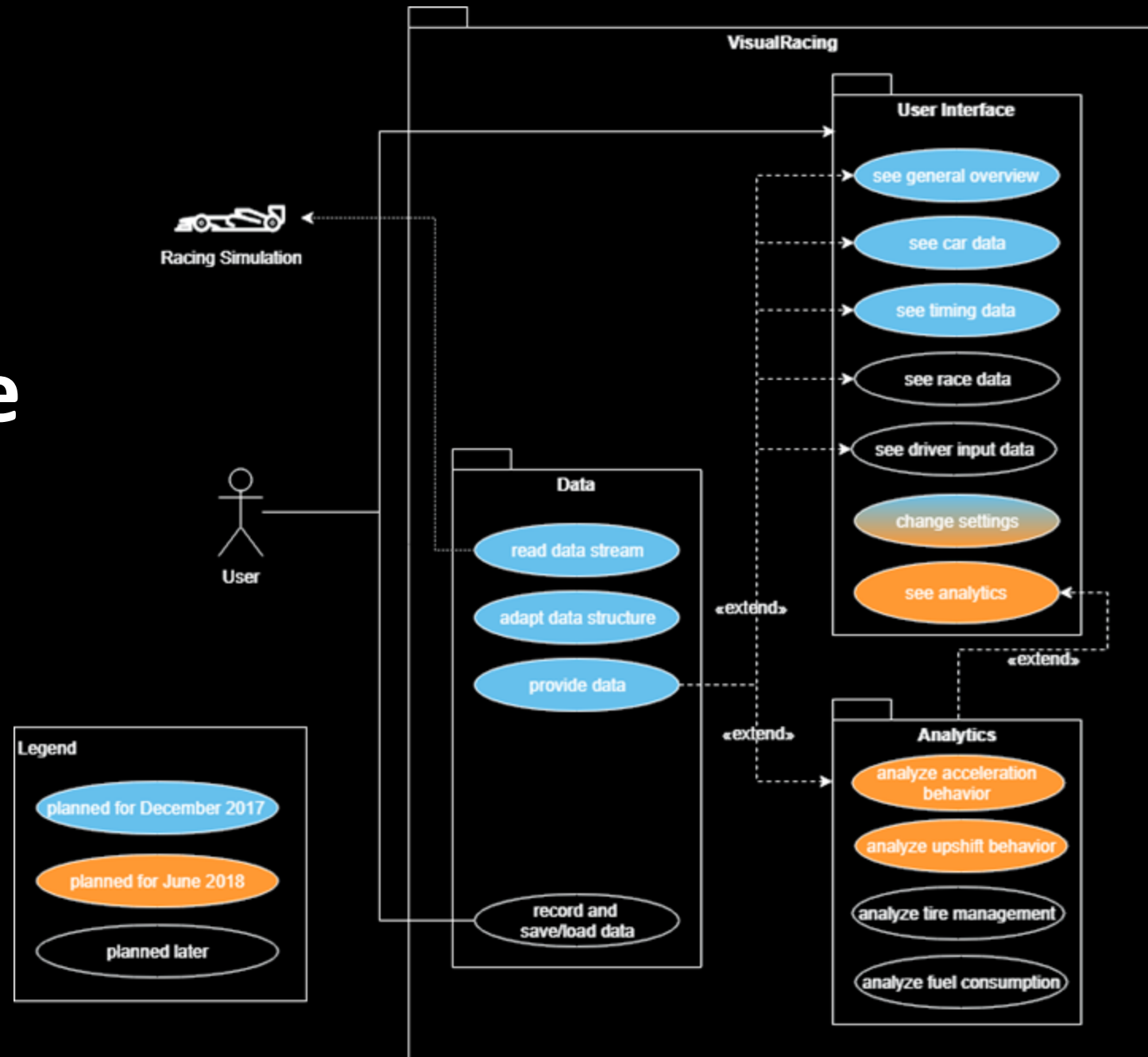


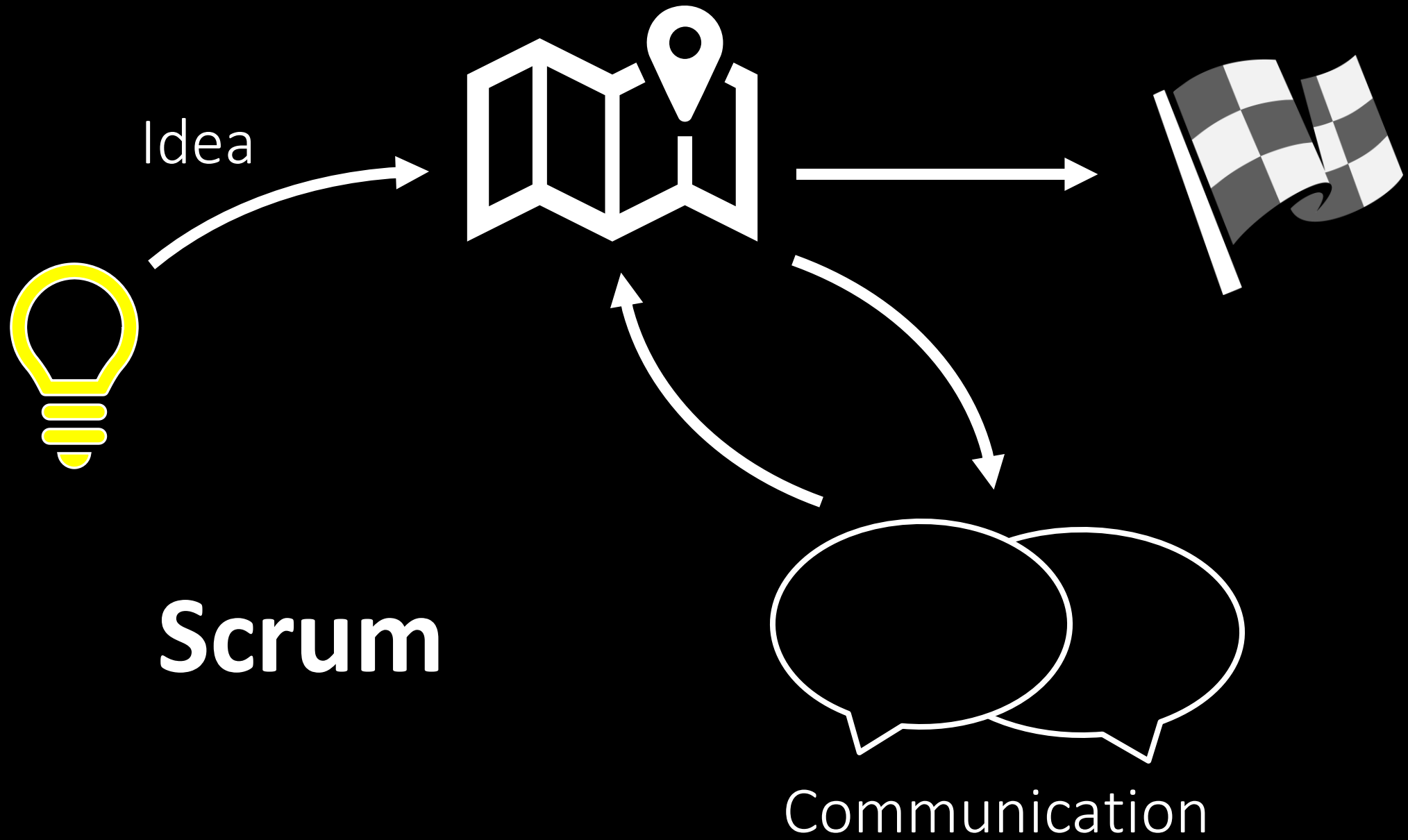
*“Qt is a cross platform development
framework written in C++.”*

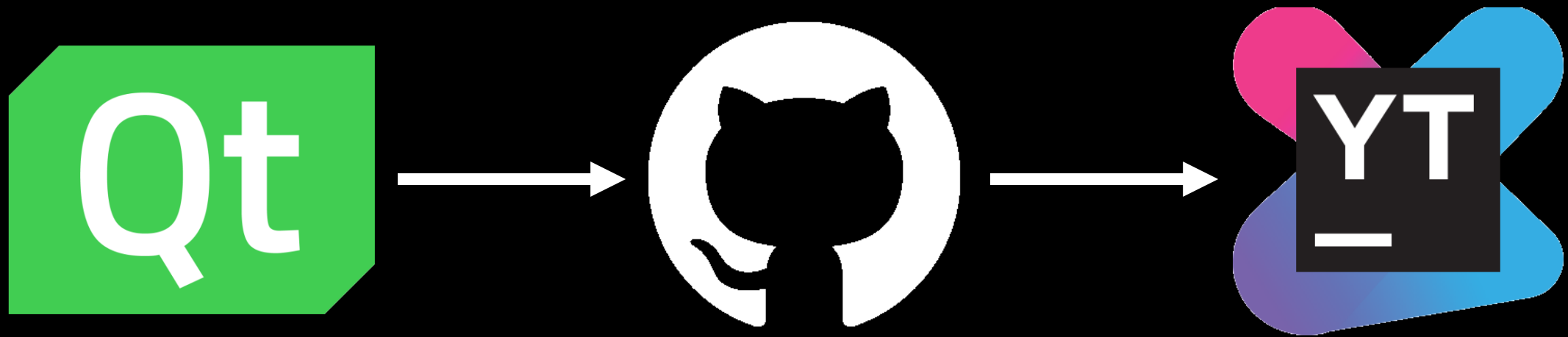
www.qt.io



Our Scope

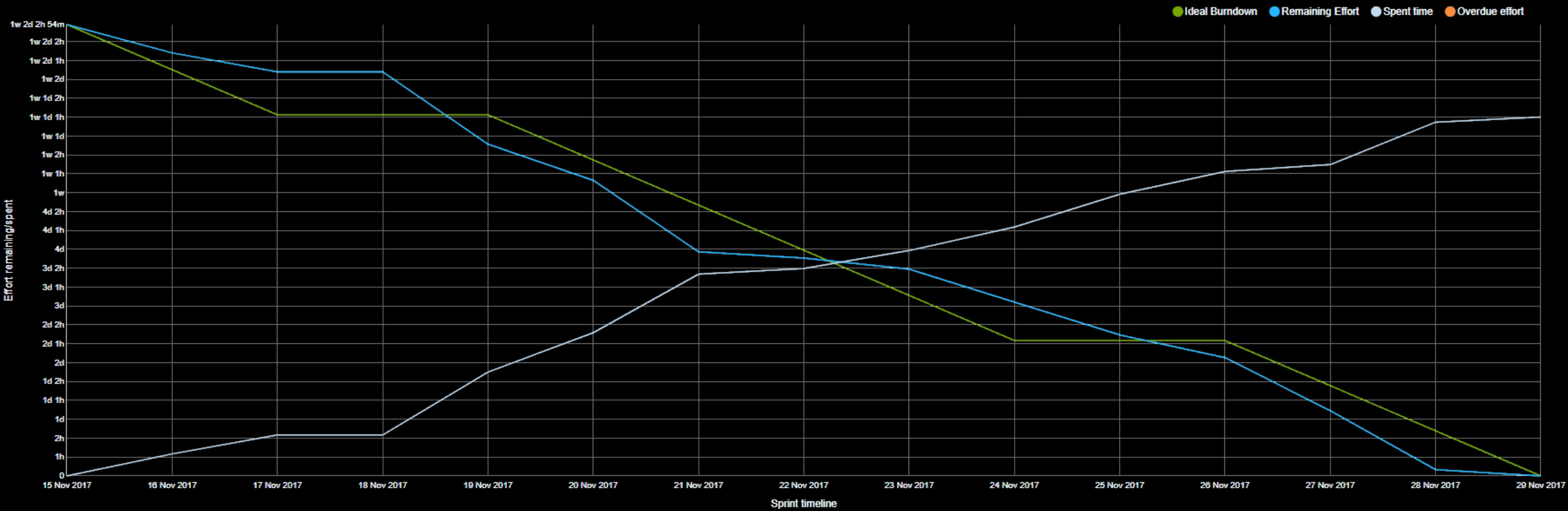




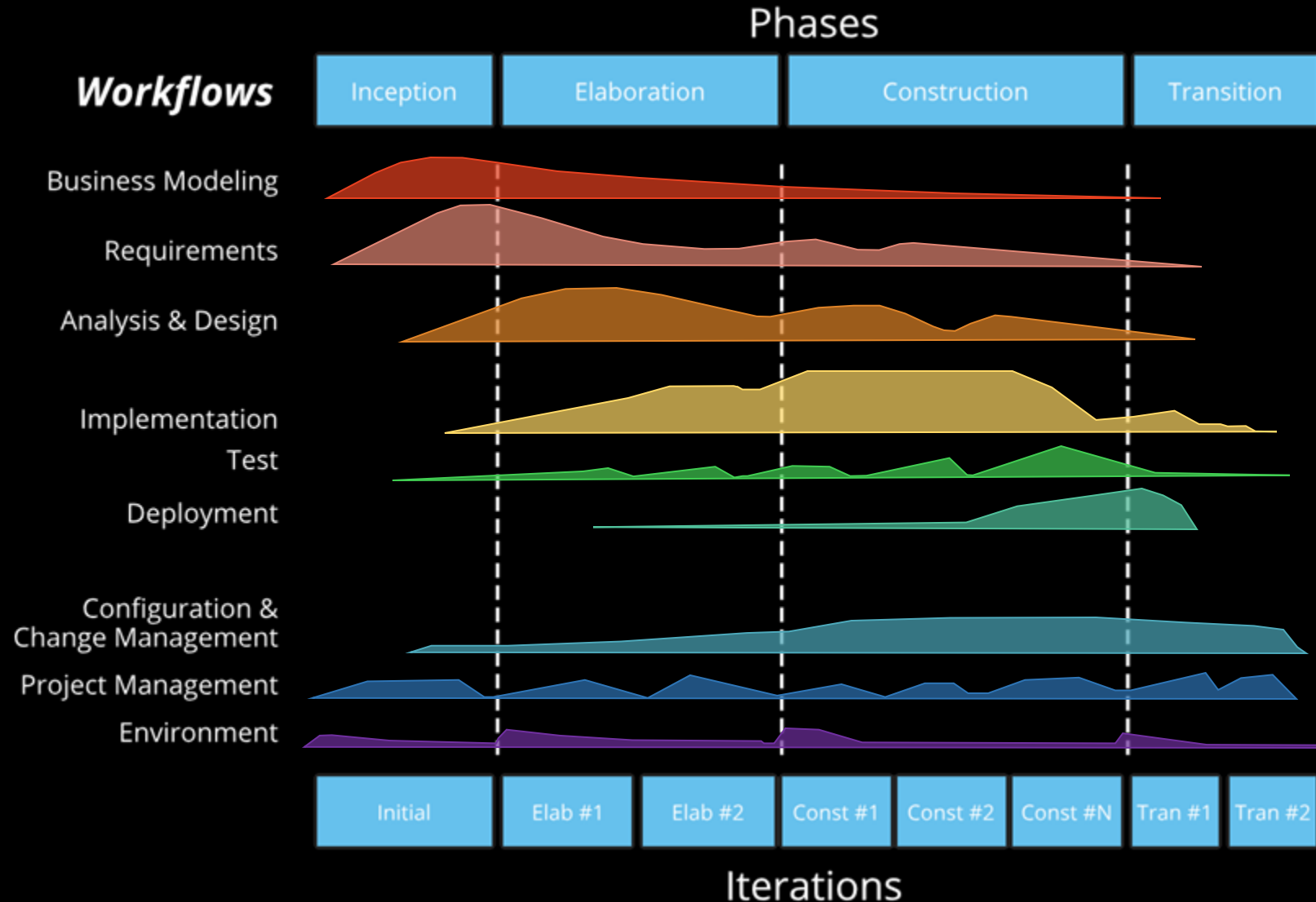


How we are working agile...

Burndown chart for a sprint

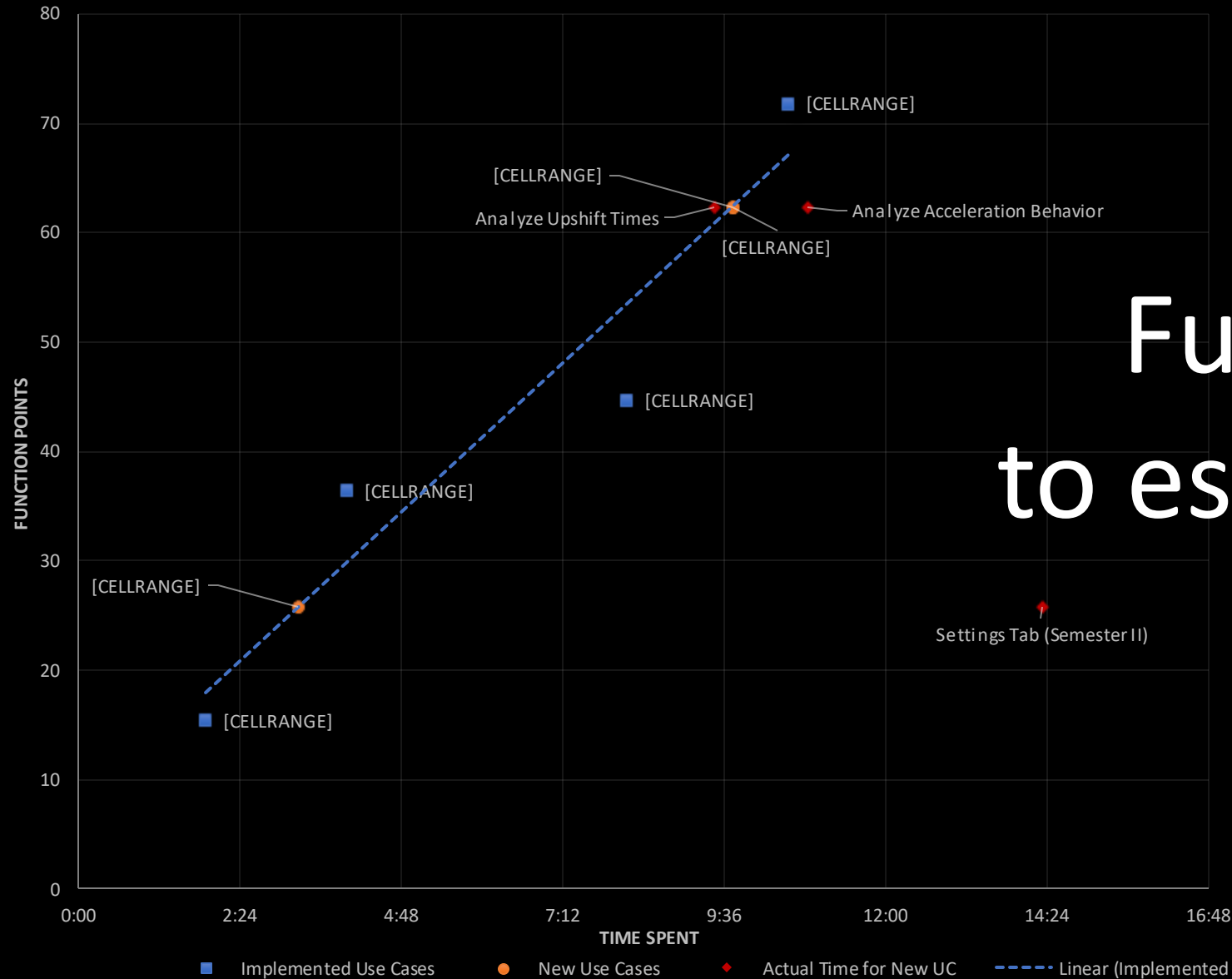


RUP and long-term planning

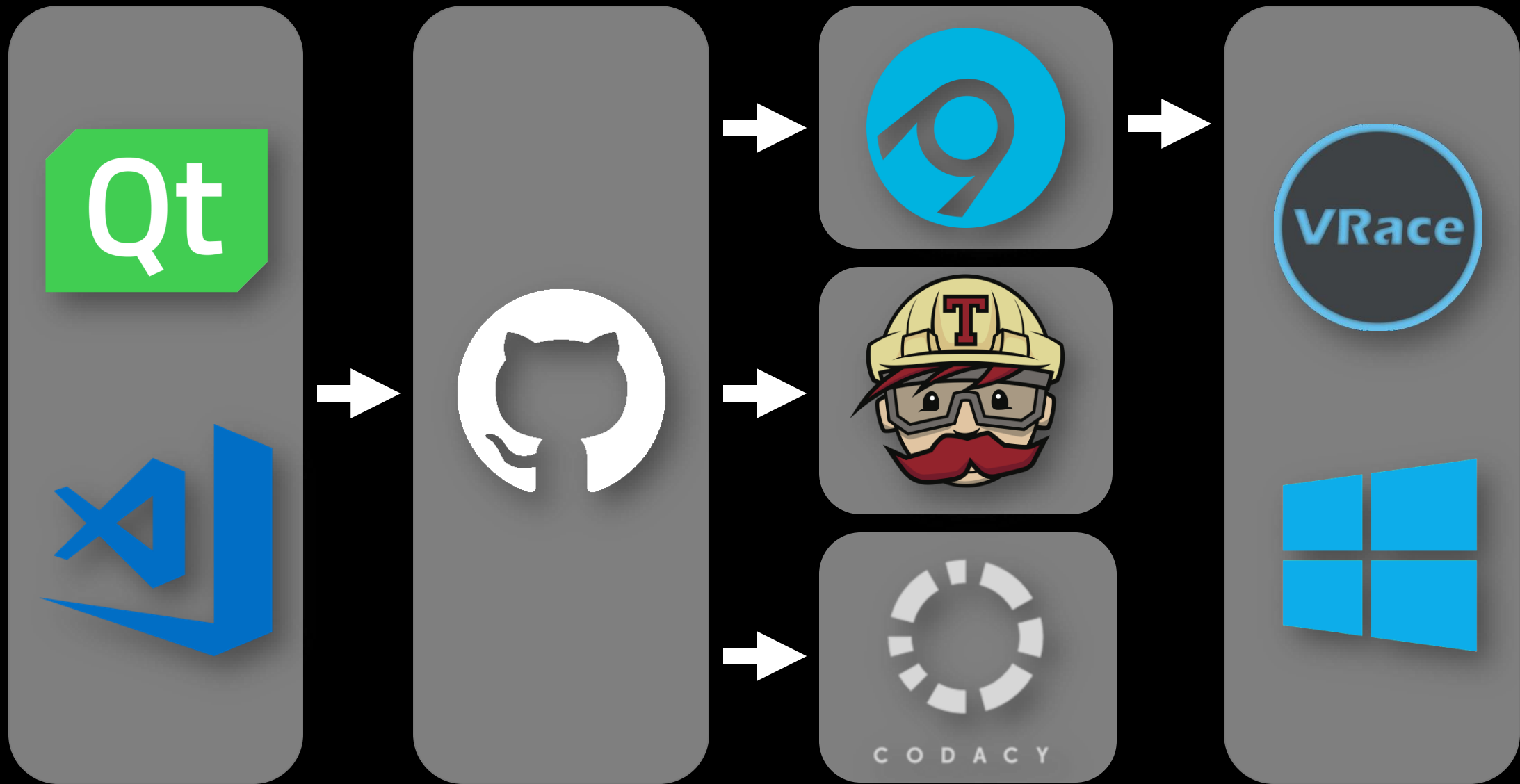


Cumulative flow





Function Points to estimate our time



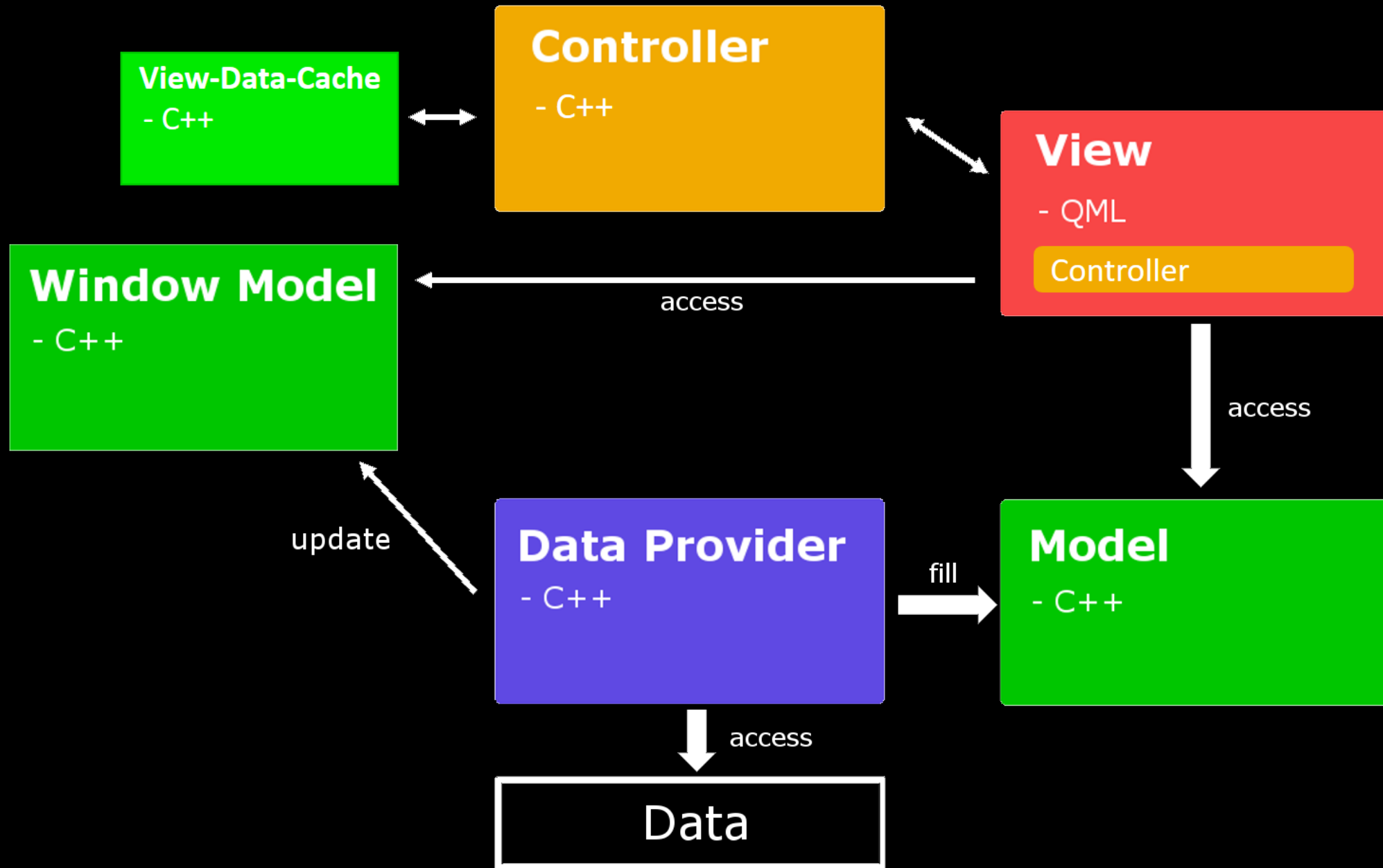
How we reacted to problems

Knowledge of the code base

Network that could supply a replacement



Our Technology



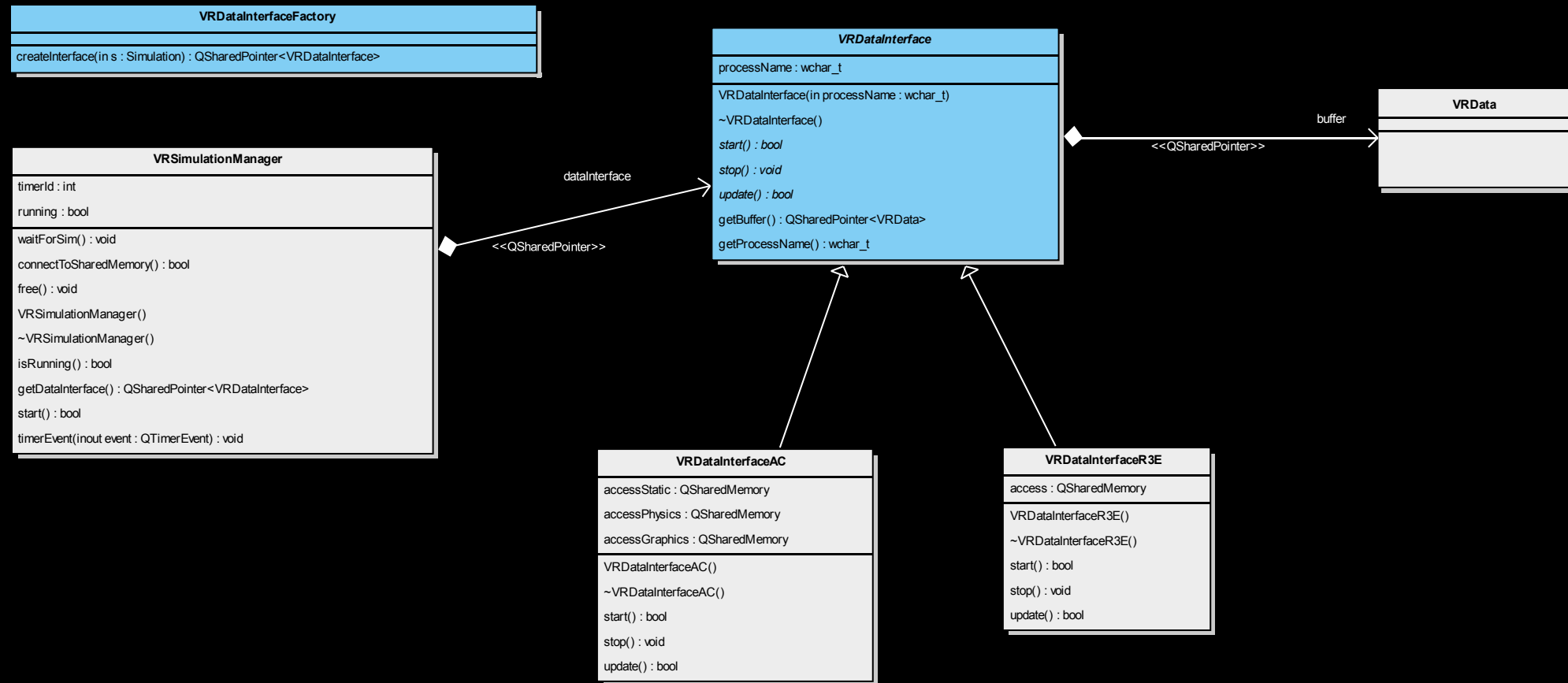
Window Model



MAX: Throttle
 MEDHIGH: Throttle
 LOWMED: Throttle
 T_COUNT: Throttle

[illegible]

Patterns – our factory



Metrics

169 → 108

VRData - McCabe Complexity

45.3 → 12.3

VRSettings – LoC per Comment

106 → 26.5

VRThemeData – LoC per Comment



VisualRacing

Thank you.

Christopher Klammt

Felix Starke

Lars Hübner

visualracing.wordpress.com



Sources

- www.qt.io
- <https://www.pinterest.com/pin/361202832592467897/>