CMPT 371- Team 3 Triage Report

Triage Summary for Incremental Deliverable 3

Conducted on March 4th, 2017

Introduction

This report has been conducted for the end of Incremental Deliverable 3 to summarize the status of all outstanding issues and create a prioritized list of tasks for Incremental Deliverable 4. We will also note the overall status of our issue tracking and solutions for the logged issues.

Outstanding Issues

Below is a listing of outstanding issues as of the end of ID3, in order from highest to lowest priority as tasks for ID4. The number represents the order in which they were logged in the Issue Tracking for Git Hub.

- **#15 Mocking objects for testing gives errors**
    - This issue is a crucial part of the testing process, and though a workaround has been found that allows testing to progress, it can and likely will cause problems in the future.
    - The issue is part of the unity testing framework we are using, and is reproducible in all unit tests. This should be a priority for the testing team in the next ID

- **#32 Skybox Visible from image-viewing room**
    - This issue has an important impact on the way we build our VR scene. Though it does not prevent us from progressing, it may cause headaches with our scene layout later on. This should be a trivial fix, and can be done near the beginning of ID4

- **#29 VR Scene - Double hand grasp-and-release bug**
    - This issue is related to the methods we use to allow the oculus touch controllers to interact with objects in the scene. Because the ability to interact with objects in VR is a crucial function of this project, this is a critical issue and should be taken care of a soon as possible to prevent further issues with objects in the scene. Again, this does not prevent progress but should be figured out near the beginning of ID4

- **#38 Brightness Slider**
    - This issue is with regards to the way we change the brightness of the images in our environment. The ability to change brightness was a priority for ID3, and as such has been implemented. However, the way brightness is manipulated in the images may be insufficient for our needs. This is a crucial feature of the project, and other features, such as contrast, may be implemented in a similar way. It is important that we find a better way to adjust the properties of an image for ID4, so we can properly implement other features to the satisfaction of the client.

- **#40 Destroy Object Error**
    - This issue is not always reproducible, and seems to be related to built-in Unity functionality and the way our framework is set up. This is something we should look into as soon as possible to prevent further issues in ID4

- **#43 Refactor to remove redundant list in Display.cs**
    - This issue is in regards to optimization of our code. It was discovered that we could refactor some of our display code to be more memory efficient. The related features still work, and so this is not a critical issue as of this ID, however care should be taken to optimize code where possible, as the Oculus can be heavy on resources.

- **#44 Move list of Copy references from Display.cs to its own class**
    - This issue was discovered as a potential design flaw in our system. It was decided that the Copy object was not to be a child of the Display object, even though the Display object creates the Copy objects. This is simply a way of reducing coupling between objects that have little functionality in common.

- **#45 Investigate and implement Javadoc-style documentation in C#/Unity/Visual Studio**
    - This issue is related to providing clear, useful documentation for our scripts. It was noticed that it may be possible to produce Javadoc-style documentation for our project. This should be investigated for ID4, but is not a major feature of the project.

- **#46 Change positions of instantiated Copy objects in Display.cs to prevent overlap**
    - Currently all Copy objects spawn at the center of the camera. This causes overlap when more than one Copy is created. This should be a trivial fix, and does not affect our ability to progress.

- **#36 The camera is backwards, and the project was built around this.**
    - This issue is an anomaly, and may have been produced by a misunderstanding of Unity terminology. This has not caused any problems for the project. Should we have time, we may investigate for ID4, but this will likely not be fixed.

- **#21 Exception in Test**
    - This issue seems to be caused by the unity camera referenced in the script being tested. This is not crucial to development or Testing at the moment, but some research may need to be done to resolve this issue. This should be a lower priority for the next ID, but should be resolved before the end of ID4

Overall Issue Status

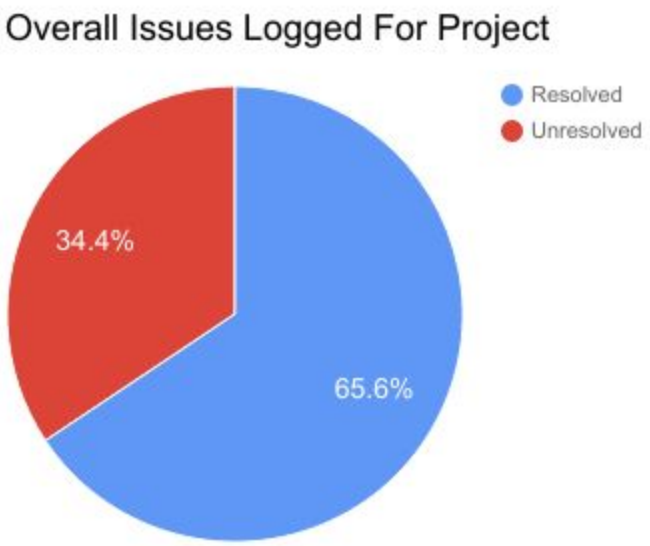

Fig 1: *Since the beginning of the project we have logged 32 issues, 21 of which have been resolved.*

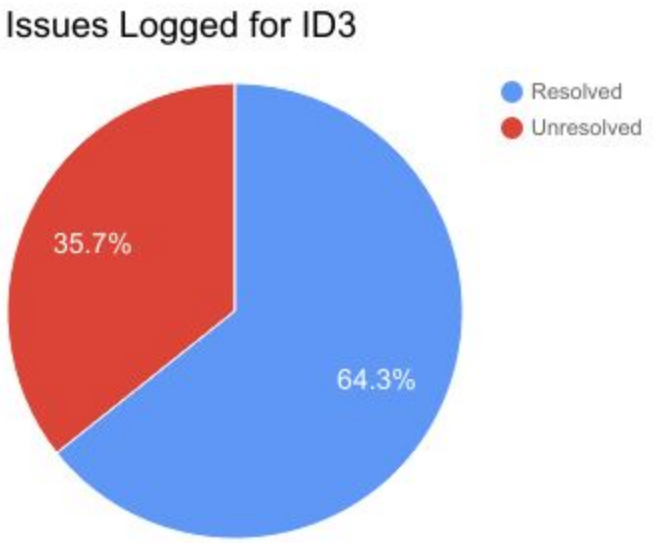

Fig2: *Since the beginning of ID3 we have logged 28 issues, 18 of which have been resolved.*