**Interface type(s).**

Our software is made for the VR interface type, but right now for testing purposes it is using mouse and keyboard(graphical user interface). Currently there are of course very few menus and user interfaces at all in the game, but if we made menus for mouse and keyboard it would use the graphical user interface(GUI) and if we did them for VR it would be for VR.

**Feedback discussion:**

We did not receive too much feedback during our milestone one discussion, but we have a few things we would first improve with the game if we would continue development. Firstly we would of course make the game playable in VR as well as in keyboard and mouse.

Implementation of this is made easy in these kinds of game engines, there are premade VR player templates. Of course it would take time to make interactable elements interactable to both mouse and keyboard and VR.

**Testing:**

Due to the ease of testing in unreal, we would use a combination of unit and component testing, when writing more advanced classes we would use unit testing to know that the unit functions as intended. But since games usually have quite many small parts, component testing would be preferable for most situations. Mostly we would all be responsible for testing ours and each other's code as we implement features, we would take help from others not only to test it but make sure everyone could understand the code. A good baseline is to control your code with at least one other programmer before committing it.

While this worked in this very limited project, if either the team or project expanded we would have to refine this technique. We would have dedicated testers who would test each new feature or component and read through the code to make sure it’s understandeble. But we would probably keep doing unit testing in the way described earlier by showing another programmer the part and develop a few small tests.

**Packaging:**

The game is packaged to a zip file as a release on github, to play the game on your computer you simply download the zip, unpackage it and open the MHVRFP.exe file. The game is currently only playable on mouse and keyboard.

We choose this packaging because it is a simple way to package small games. Unreal can build the game itself into a map with an exe file and the other required files, so it’s as simple as build and then you can run the game whenever. After that you can zip the file and publish it as a release on github.