IMGD 5100 Final Project Evaluation

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1.   How to evaluate it

- **Performance:** Ensure the game runs smoothly on Vision Pro, maintaining low latency and high frame rates.
- **User Experience Testing:** Use playtesting to evaluate the intuitiveness of gestures, aiming accuracy, and overall experience of the game.

2.   Results

Performance: After multiple tests in the mid-term and final stages, the game can run normally and stably in Apple Vision Pro. AR features such as World Mesh and gesture recognition can also be used normally.

Playtesting: After testing with 3 players, some valuable feedback was obtained.

Strengths:
- The game functions properly.
- The controller-free MR shooting gameplay offers a highly immersive experience.
- It effectively showcases tangible interaction.

Areas for Improvement:
- The game's frame rate is relatively low.
- Shooting triggers are not very responsive and need further optimization.