Appendix A: Evaluation of the Plan

A.1. Evaluation of 3rd semester

For third semester we chose three main goals:

- Partial user representation,
- Interaction,
- VR VE.

Since interaction depends on use-case, we merged this task with implementation of a given use-case.

Since devices give us all data, we decided complete user representation will be more efficient. This phase also takes longer because of issues caused by Kinect SDK and incompatibility with UE4, we were unable to use joint orientation from Kinect for representation, therefore we needed to use other approach.

User representation has higher priority, therefore we created it lastly.

Also, during implementation process we created some new 3D objects.

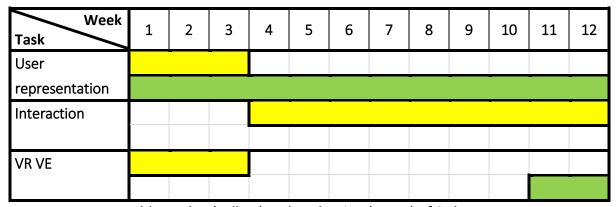


Table 1: plan (yellow) and evaluation (green) of 3rd semester

A.2. Evaluation of 4th semester

For last semester there are use-cases that need to be implemented and performing presence testing. Therefore, we have three main tasks:

- Implementing use-cases,
- Performing presence testing and
- Evaluating results of testing

As mentioned in chapter 8. Solution we decided to not implement Jigsaw Puzzle since Jigsaw Puzzle and TOH focus on the same aspects. Also due to unpredictable implementation problems (mentioned in 8. Solution) we were unable to fully implement driving car use-case.

Overall, we finished implementation as planned. Similar parts of use-cases we implemented in parallel.

Week Tasks	1	2	3	4	5	6	7	8	9	10	11
Use-cases											
Towers of Hanoi		-									
Jigsaw Puzzle											
Driving											
Kinking ball											
Shooting puck											
Presence Testing											
Evaluation											

Table 2: plan (yellow) and evaluation (green) of 4th semester