

Project Skills deliverable 2

Jasper van Esveld, 4372581

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1 The project

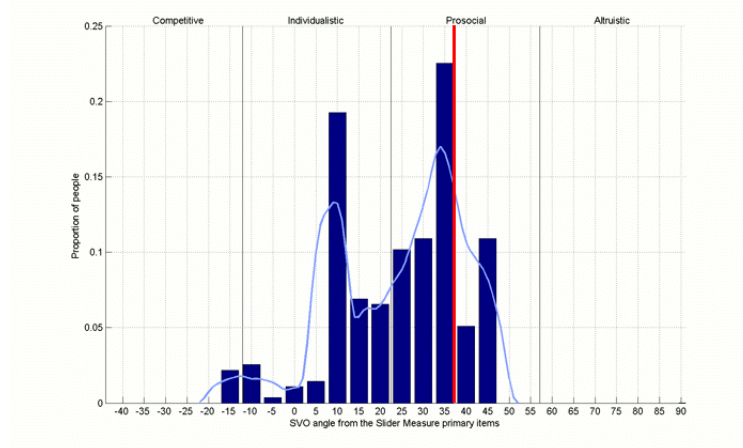
We were working on a virtual reality project for the company CleVR. Our task was to make a product which would enable the user to pickup objects and see his own body within the virtual world. They wanted us to use the following pieces of hardware to achieve this: Kinect, LeapMotion, ManusVR and the Oculus Rift. Our team consisted of 5 people and we all are between the age of 20 to 25. All of us are attending this course for the first time and we have worked together before in previous projects. I worked on some key components like the integration of Inverse kinematics to combine the LeapMotion and the Kinect. At the end our group had a few people working on perfecting the virtual environment while others worked on the grabbing behavior. I helped with the developing the grabbing behavior.

2 Process loss

We experienced a little bit of process loss at the start of the project since we failed to come up with good divisible tasks. After we received feedback on our backlog we improved on this and did not experience any process loss on that part. CleVR wanted us to focus on high quality and not quantity. Therefor we focused on trying to perfect our code instead of making loads of it. A problem that did arise is that not all of the features we had thought of at the start in our product plan could be implemented. However the core elements were good. When we needed to decide what our approach to a certain key problem would be we did this in a disjunctive matter. This helped create quality code since we would try and pick the best solution to a problem. When it came to actually implementing of our solution we took an additive approach where people would each have different tasks resulting in one product.

3 SVO Result

I fall into the prosocial category as can be seen in the image below with a score of 36.6. I tried to keep the net value as high as possible which is the reason I ended up in the prosocial class. I am pleased with the test result but I do think they are a kind of meaning less. These are just a pair of sliders and do not represent how someone is in



person.

4 SVO Distribution

We had 4 people within the prosocial category and one person in the individualistic category. So our team is mostly prosocial since one is at the high end of the individualistic category and also one high in the prosocial category. This is pretty much what I expected however I thought we would all be prosocial.