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Project Journal: Team Assignment 1

Who did what?

Regarding pre-assigned team roles, Sam Kauffman took on the role of team leader, Cameron Gaither took on the role of asset manager, and I took on the role of documentarian (which included the authoring of this document). When it came to the actual project, everyone made sure to contribute to the conceptualizing, coding and testing of the assignment in its entirety.

What problems did we encounter?

The beginning of the project went rather smoothly, as our asset manager made sure to have a high-quality base created from various imported assets. Our first issue actually came outside of the project, in which we encountered issues uploading our project to GitHub. The responsibility of solving this issue fell squarely on my shoulders, as I am the aforementioned documentarian. Unfortunately, I was not able to fully solve the problem, as the first version of the program in our repository is technically version 2 (please see the User's Guide for the link to our GitHub repository). Regardless, after this slight hiccup, all of our later versions of the project can be found. For a substantial amount of time after this, we did not have many bumps in the road. The first bump came in attaching the planet's orbit to the red orbit path that was drawn on the screen. This was accomplished by editing the y position within the script that set the orbit of the planets (this script is attached to each planet). But, the biggest issue of them all was discovering how to speed up the planets using the trigger. After plenty of messing around with the code, we ended up figuring it out. First, it should be mentioned that we put the code responsible for planet orbits within an update method. Next, we set up two listeners: one to listen for when the trigger was down, and one for when it was up. We then attached a method to each of these listeners, and within each method, we altered the orbit period (which is the denominator in the fraction representing the orbit speed [1/orbitPeriod]). In the method responsible for the trigger being pressed, we divided the orbit period by 3, and in the other method, we multiplied it by 3. In the end, it all came together rather well!

For next time…

The process for the next project should be far smoother, as we have a much better grasp on tools such as GitHub and the VR system. This ended up being a fantastic learning experience. Any questions can be directed to any member of the team!