**Reflection**

201721133 Sumin Lee

**What did you learn? What did you know already?**

I have previously produced VR projects, but only gaze-based interaction was possible. So all the various functions of VR that I am learning this time were new to me.

**What was difficult in the assignment?**

There was no difficulty in following the lecture, but there were many difficulties in creating additional functions. I still lacked a lot of knowledge of unity programming, so I was not good at handling values or using functions. Also, there were various variables in the object's collider process, so it took a long time to solve them.

**How did you overcome it?**

The problem of the ball passing through the plane was that it was wrong to set the position of generating the ball, and it was able to look closely at the code one by one and correct the cause of the problem.

I tried to search XR interaction toolkit and modify the script of AR Placement Interactable, but it was too difficult for me, so I eventually made two AR Placement Interactables and switched them off and on one by one through UI button. Actually, I'm not sure if I can do this, but I was satisfied that it worked.

**What was good about the assignment?**

The part about programming was forced to search and learn a lot from Google. I think we should continue to improve our search skills while coding. Collider solved the problem by testing it as many times as possible and solving it one by one for various variables.

**How can we make the assignment better?**

It was very effective to review the class with certainty while performing the assignment. If I had more time, I think I could have created a game with a scenario of protecting the Earth from trash through this assignment.

**Anything else you want to say?**

I'm also looking forward to the results of the future Lab 7 game.

Target teleport with trigger button and activate with grab button. This is because if the teleport is operated when the trigger button is released, the teleport Ray is turned off and the sound is not working. I did this to let you hear the sound effect while teleporting.