

# Development - Slido

Developing Immersive Applications

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## **I need to use a WebXR-compliant framework for my Team Project**

- Yes
- No
- We don't have to implement software code for the project

## **The deliverable for the TP is**

- a pdf uploaded to the module's TP dropbox on xSITE LMS
- a pdf emailed to Chek
- everything in our team GitHub repo
- a presentation video uploaded to youtube

## **The deadline for the TP is**

- WEEK06
- WEEK08
- WEEK10
- WEEK13

**We will be assessed more favourably if we can demonstrate higher levels of immersion from our evaluation.**

- Yes
- No
- We don't have to perform user evaluation for the project

## **Which of the following content is suggested to be included in the TP report.md?**

- Methodology
- Results
- Discussion
- Team Management
- Code Review

## **When is IPA1 due?**

- WEEK03
- WEEK04
- WEEK05
- WEEK05

## **When I run `console.log("debug")`, where can I see this "debug" message?**

- Mac Terminal
- Windows Command Prompt
- Web browser's JavaScript Console
- ADB's logcat



**When connecting the Meta Quest, there is no prompt to enable connection and I can't see developer options in the settings. What is the likely issue?**

- Did not tap the Build Number 7 times in settings
- Did not enable Developer Mode on the Meta app on the phone
- Headset low battery
- Did not connect a usb data cable

## Where is createScene(...) normally defined?

- app.ts
- index.html
- package.json
- package-lock.json
- tsconfig.json

**You want to add a custom script as part of your BabylonJS project test workflow. Which file should you modify?**

- main.ts
- app.ts
- index.html
- package.json
- package-lock.json
- tsconfig.json

**Which file should you add to your team's version control if you want the project dependencies to have the same exact versions across your team?**

- main.ts
- app.ts
- index.html
- package.json
- package-lock.json
- tsconfig.json

## What does the following Babylon.js snippet accomplish?

- Initializes typical components for hybrid XR (AR & VR) experience.
- Makes a non-blocking method call to initialize components.
- Creates a default BabylonJS scene with a sphere.
- Waits for all components to complete initialization before continuing

```
const xr = await scene.createDefaultXRExperienceAsync({  
  uiOptions: {  
    sessionMode: "immersive-vr",  
  },  
});
```