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

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