

Student Information

Unit Test Results

Score (out of 0): 0

Score %: 0

Total Tests: 0

Total Passed: 0

Total Failed: 0

Total Skipped: 0

Total Inconclusive: 0

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Links

GitHub Repository Link:

<https://github.com/cs5650-2023fa/h-meshes-srimoyee1212>

Video Recording Link:

https://drive.google.com/file/d/1hwUWglLHqJ0iHgGxeJtRirDdl4ELBK60/view?usp=drive_link

Quest APK Link:

fieldnotfound

Work Summary

My approach to this assignment was similar to my approach to the previous assignment - exploring and doing one function at a time. However, this time I was more familiar with Unity and Rider and it took me much lesser time to complete the assignment. One of the main challenges in this assignment was selecting the correct Bounds so that the mesh and the object move as expected in the correct directions. In my case I was initially not determining the bounds for z-axis correctly and that was making my game look different. The mistake I was making was that I did not assume Unity's left handed system. Once that was fixed, another issue was that all the meshes were clustered below shape 5. This was due to not creating correct transforms. This was relatively easier to fix. Overall I think the assignment provided a good learning experience.

Test Suites:
Individual Test Results: