

Student Information

Unit Test Results

Score (out of 100): 100

Score %: 100

Total Tests: 16

Total Passed: 16

Total Failed: 0

Total Skipped: 0

Total Inconclusive: 0

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GitHub Username: srimoyee1212

Links

GitHub Repository Link:

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

Video Recording Link:

https://drive.google.com/file/d/1zqvzM0VQySUqy_yr_zzIu3r1qm_XEbdT/view?usp=drive_link

Quest APK Link:

fieldnotfound

Work Summary

I think this assignment was a great way to get started with Unity. As a complete beginner to Unity, I faced challenges with the setup and connecting to Rider. I also faced challenges in viewing the unit tests on Rider. My approach to this assignment was one of an inquisitive learner. I looked into all of the assignment repository folders and files, then checked the assignment instructions on GitHub and then proceeded with the assignment. As I am also unfamiliar with C#, so I did a lot of Google search to find relevant in-built functions. I also read through certain parts of the assigned textbook to understand and implement the concepts.

Test Suites:

XRC.Assignments.Geometry.Tests.QuaternionTests

XRC.Assignments.Geometry.Tests.VectorTests

XRC.Assignments.Geometry.Tests.LookAtTests

XRC.Assignments.Geometry.Tests.MatrixTests

Individual Test Results:

InverseMultiplicationIsIdentityRotation: Passed

InverseQuaternionIsEqualToUnityInverseQuaternion: Passed

InverseQuaternionIsUnitLength: Passed

MultiplicationIsEqualToUnityMultiplication: Passed

MultiplicationQuaternionIsUnitLength: Passed

ColorIsCorrectWhenBehindTarget: Passed

ColorIsCorrectWhenDirectToTarget: Passed

CIsUnitVector: Passed

ColumnVectorsAreOrthonormal: Passed

IsEqualToStandardMatrix: Passed

IsEqualToStandardQuaternion: Passed

MatrixIsValid: Passed

MatrixMultiplicationIsCorrect: Passed

PitchColumnVectorsAreOrthonormal: Passed

RollColumnVectorsAreOrthonormal: Passed

YawColumnVectorsAreOrthonormal: Passed