

Student Information

Unit Test Results

Score (out of 50): 50

Score %: 100

Total Tests: 13

Total Passed: 13

Total Failed: 0

Total Skipped: 0

Total Inconclusive: 0

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Links

GitHub Repository Link:

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

Video Recording Link:

https://drive.google.com/file/d/1cxcshQ_x0MZx73M5hUrG4jLxF4_gBIsB/view?usp=drive_link

Quest APK Link:

https://drive.google.com/file/d/1ZvZZVCWWRa6gAWbyzOB8qHLU4Zd1Eu_X/view?usp=drive_link

Work Summary

After the locomotion assignment, I had a similar approach to this assignment. I start with a bottom-up approach and move forward with the functions. The only issue I found a bit vexing was passing the edge case test case in Far Interactor. Also for the grab interactor, the rotation and position orders had to be reversed to replicate the solution video but programmatically and test case-wise, I did not get the difference. Other than that I found the assignment to be a good learning experience.

Test Suites:

XRC.Assignments.Interaction.Tests.FarInteractorTest
XRC.Assignments.Interaction.Tests.GrabInteractableTest
XRC.Assignments.Interaction.Tests.NearInteractorTest
XRC.Assignments.Interaction.Tests.DockingControllerTest

Individual Test Results:

FarManipulationMove_DirectionAndDistanceCorrect: Passed
FarManipulationMove_EdgeCasesChecked: Passed
FarManipulationRotate_AngleIsCorrect: Passed
FarManipulationRotate_AxisIsCorrect: Passed
Grab_ParentUpdatedCorrectly: Passed
GrabAttachTransform_ParentUpdatedCorrectly: Passed
GrabAttachTransform_TransformAlignedCorrectly: Passed
ReleaseResetParent_ParentResetCorrectly: Passed
NearSphereScale_MaxScaleClampedCorrectly: Passed
NearSphereScale_MinScaleClampedCorrectly: Passed
NearSphereScale_ScalingIsCorrect: Passed
IsUnderDistanceThreshold_Correct: Passed
IsUnderRotationThreshold_Correct: Passed