

Student Information

Unit Test Results

Score (out of 50): 50

Score %: 100

Total Tests: 23

Total Passed: 23

Total Failed: 0

Total Skipped: 0

Total Inconclusive: 0

Name: Srimoyee Mukhopadhyay

Cornell NetID: sm2437

GitHub Username: srimoyee1212

Links

GitHub Repository Link:

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

Video Recording Link:

<https://drive.google.com/file/d/10TGw8rUsMLh1qFx6S3dNr35mnkHgD8QF/view?usp=sharing>

Quest APK Link:

https://drive.google.com/file/d/1uFS91Tset0C2fMicP2lrsxSFgp-OTIvK/view?usp=drive_link

Work Summary

The code for this assignment was pretty straight-forward with most of it available on the textbook. The device setup and use were definitely the painpoints. Initially, the Oculus device did not detect on Unity. Then, I had issues in building the APK into Quest 2. As I have never worked with a VR device before this, it was quite the learning curve for me, not just the setup but also operating the controllers. I also felt motion-sickness during some parts of the game.

Test Suites:

XRC.Assignments.Locomotion.Tests.TeleportationPositionTest
XRC.Assignments.Locomotion.Tests.TeleportationFacingDirectionTest
XRC.Assignments.Locomotion.Tests.RotatedTransformTest
XRC.Assignments.Locomotion.Tests.ContinuousMovementTest
XRC.Assignments.Locomotion.Tests.TrackingTest

Individual Test Results:

AllInputsAreCorrect: Passed
BaseCasesCorrect: Passed
StartingCameraPositionIsCorrect: Passed
StartingRigPositionIsCorrect: Passed
TargetPositionIsCorrect: Passed
BaseCasesCorrect: Passed
BothInputsAreCorrect: Passed
HandPointingDirectionIsCorrect: Passed
InputVectorIsCorrect: Passed
AngleDegreesIsCorrect: Passed
BaseCasesCorrect: Passed
CenterPositionIsCorrect: Passed
StartingTransformIsCorrect: Passed
AllInputsAreCorrect: Passed
BaseCasesCorrect: Passed
DeltaTimeIsCorrect: Passed
SpeedIsCorrect: Passed
StartingPositionAndDirectionAreCorrect: Passed
BaseCasesCorrect: Passed
ResultPositionIsCorrect: Passed
ResultRotationIsCorrect: Passed
ResultScaleIsCorrect: Passed
ResultTransformIsCorrect: Passed