

Group 15 Feedback

Build: The instructions in the readme are very clear and easy to follow. It does require a specific version of unity, but that is clearly stated. I could not test running the code as I do not have a Oculus Headset

Legibility: Everything is separated into their own classes and there is a good design in place when combining objects into different object groups. The naming schemes of the objects and variables throughout the code base make sense.

Implementation: The abstraction of the structure group looks to be very powerful and allows your program to run well. I think this was implemented well. After programming the hammer and nail tool work, it seems like it provided a good base for programming all the other tools.

Maintainability: There aren't any unit test and this program has a high chance of producing bugs as there are a lot of different combinations of actions and environment-state that can be achieved.

Requirements: It seems to meet the requirements. There is a demo section and a sandbox section. All the basic operations the tutorials ask the user to perform are supported and run well.

Other: