Code Review Actions Taken

The main points of feedback we were given by our reviewers were the lack of unit tests and the existence of a couple bugs within the program. Here is how we responded to said feedback.

1. **UNIT TESTS**

At this point in time, we have still determined easier to not use unit testing but rather test the functionalities directly in the Oculus headset. This is due to how the application itself operates. To run the program, we have to build it and send it directly into the Oculus headset and control it from there. We could possibly have done some unit testing if we were to have one person operate and another monitor, but given the current state of the Coronavirus pandemic, that is simply not possible.

As an alternative however, we extensively tested each of the tools within the application between both partners. We found some bugs that were fixed, but each of the tools is fully operational now for however the user deems fit.

2. **BUGS**

There were 3 particular issues that have been fixed or added in response to the code review.

First, the circular saw, which is used to cut wooden studs, would cause grouped objects to disappear. We have fixed this by adjusting both the circular saw and the structure groups that hold the studs together.

Second, when writing on a stud with our pencil, the writing would disappear when the stud was moved. Now, the writing is attached to stud and moves with it.

Finally, we implemented the nail gun so that the user does not have to spawn in a nail and stud everytime they want to nail something. This limits the user to only ever needing to spawn in studs.