

John W. Munyi

Lab 1: Augmented and Virtual Reality Systems, 18847-RW

Summary of Bait:

My first impression is the ease of use and interaction that the game offers. This made it very easy for me to easily jump into the game and play. The game is well guided and instructed, the audio instructions make it easy to follow and also the same instructions are presented in text as well. The ability to use the Oculus controller as the main game controller also makes it very easy to interact with the game.

In-terms of what might need a little bit of polishing, the objects in the game when enlarged pixelate and the quality of the images drops. The brightness of the game also makes it a bit hard on the eye. The game setting don't allow the user to regulate the sharpness of the images.

The resolution is well balanced and the audio too. I didn't not experience any latency within the game but during the game loading phase there was a delay in the how fast the field of view caught up with the position of the Oculus, there was a little drag.

Python Code:

```
def myFunctionOne(x, y):  
    w = x**y  
    z = (8 * x) / y  
    return w, z  
  
def myFunctionTwo(x, y):  
    w = (x**x) - y  
    z = (x**(0.5)) / y  
    return w, z  
  
#main program  
  
import example1 as mf  
  
a = 3.456783  
b = 5.239641  
  
ret1, ret2 = mf.myFunctionOne(a, b)  
print(" ret1 = ", ret1, " ret2 = ", ret2)  
  
ret1, ret2 = mf.myFunctionTwo(a, b)  
print(" ret1 = ", ret1, " ret2 = ", ret2)
```