

# Reference Certificate

*Yash Agarwal*

has successfully completed the module

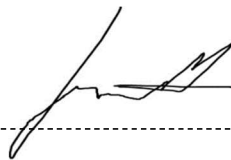
COMS30400 Group Project.

This year the Group Project unit COMS30400 a.k.a. 'Games Project' was affected by the coronavirus outbreak to the extent that the submitted projects could neither be fully finalised nor be awarded a final summative mark. However, based on the submitted work and in comparison with previous projects, the unit panel judges the student's project contribution as being on a trajectory **towards a 1<sup>st</sup> class mark**.

As **member of a team of six**, the student contributed towards the development of a dual player virtual reality (VR) 3D game based on Oculus Rift technology and core implementations in C#. The team used Unity, Maya, and other enabling software to build the game. The project brought together an ambitious mixture of technologies including bespoke hardware. The team's agile development process was supported via tools such as Git and techniques such as pair programming, workflows, and sprints.

The student made particularly important contributions towards the team by working on implementing player movements as well as by modelling many key game components in Maya and by supporting the team's development and testing cycles.

Overall, the team showed that they can work professionally, productively and to an excellent standard generating novel content. They successfully organized a multi-component software project and produced a software product of excellent quality.



T Burghardt on behalf of the COMS30400 Panel

