Chapter Six

Conclusions
6.1 Final words

At the end of the day, we hope that our project can increase the ability of strategic planning and enhance the overall performance. It will support new ways to perform physical treatment sessions and do them single-handedly, and perform all this in real life.

6.2 Project Evaluation

6.2.1 Strength
This project has its strength in the following:

- Simulates combat actions and returns success rates as simulation results.
- Draws a chart to display simulation events.
- Allows for real-time interaction.

6.2.2- Weakness
This project has its weak points, which are:

- Simulations are based on algorithms that use random numbers, which sometimes may cause errors to occur.
- There were some algorithms that could not be optimized due to lack of time, such as the capture algorithms.

6.3 – Recommendations
We recommend to those who would like to work on this project the following:

- Enhance the algorithm of motion capture and fix joint position locating errors.
- Solve the random number issue, perhaps using numerical analysis methods can help.
- Enable the user and planner to run his plans under simulations.
• Arabic Wiki (2016) Unity [Online] Available from: http://ar.wikipedia.org/wiki/%D9%8A%D9%88%D9%86%D9%8A%D8%AA%D9%8A_%D9%85%D8%AD%D8%B1%D9%83_%D8%A3%D9%84%D8%B9%D8%A7%D8%A8 [Accessed 2/12/2016].


