

Documentation

Idea

What's the Game about?

Title: tidy(child)hood

STARTING POSITION

You are in a chaotic children's room. In the shape of a toddler, you can move around in your room and take some toys. Your mom screams at you which toy to put into the Toy Box. Your task is to find this toy, take it and put it into the box.

Once you've done your job properly, the globe will start spinning and you'll get candies!

CONTROL

To get around you have to look at one of the sweets distributed on the floor. As soon as you hit one with the white dot, you move.

To grab/drop a toy, use the button on the top right of your Google Cardboard glasses.

Status Quo

Nearly Finished!

To my amazement, I was almost able to complete my project. The plan to put several toys in the box was reduced to one toy. This enabled me to achieve that my game is completely functional and can be played from front to back.

Problems

Documentation during the project

	Problem	Solution
1	built and run never worked	just had a shitty connection
2	Android built hangs on Building Gradle project	So updating to latest Android SDK/JDK/NDK fixed the issue.
3	There is no virtual reality support checkbox in my player settings.	Not „Other Settings“ but „XR Settings“
4	wrong configuration, screen flipped on the wrong side	Graphics API is set to OpenGL ES3 only. There were also the API Vulkan, but combined it doesn't work.
5	now the GUI Text is missing uff	Canvas onto the Camera, Render Mode Screen -Space Camera

Detailed Documentation

1

Because my Andorid phone refused to be visible on the Mac and it automatically locked out of developer mode, I thought I couldn't use built and run. So I always had to build the project and send it to my phone manually via wetransfer. This process has always taken a lot of time.

In the last session I tried built and run with another cable one last time and it worked. Nice.

2

While I was trying to build my project, it always hung up and could not be exported. I realized that i had to update to the latest Android SDK to fix the issue.

3

Most of the time I tried to setup my project, I worked with a youtube Tutorial. Sometimes he had other Settings than me, so I had to find out, why it does not work on my computer. He had another Unity version than me, so some Settings had a different place in the menu. The YouTube changed something in his virtual reality support checkbox. After a long time of searching the setting, I found it under „XR Settings“ instead of „Other Settings“

4

Every time I tried to play my game on my Phone, the Screen flipped to the wrong side, so I saw the room upside down.

I had to set the Graphics API set to OpenGLES3 only. Combined with API Vulkan, the game does not work.

5

At the end, the GUI Test was missing, so the player didn't know what's to do.

I putted the Canvas onto the Camera and changed the Reder Mode settings to „Screen - Space Camera“. Now it works.

Time Management

Hard Facts

Without documentation and presentation:

Expected: 20 hours

Reality: ca 18 hours

Details

As already mentioned, I reduced the size of my project so that I got along well with the time. I had just a few setup issues, so I lost little time at this point. Thanks to the Asset Store, I also needed little time in the area of 3D models. Playmaker was also a big advantage, so I didn't have to laboriously search for Scripts and integrate them.

I lost Time because of building and the other small problems mentioned above that crept in.

Finished

+ Aufgabe hinzufügen

☐ Setup 2h (1h kommt hin)

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☐ Idee ausgearbeitet 1h (nicht einmal, vielleicht 30 min)

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☐ 3D Modelle Raum dekoration ev. 1h (kommt hin)

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☐ ausprobieren 2h (jooa)

...

☐ technisches Setup 2h (kommt hin)

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☐ VR Projekt angelegt (3h)

...

Finished

+ Aufgabe hinzufügen

☐ Recherche 2h (parallel zum Set Up also ca 1 1/2 h)

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☐ 3D Modelle zur Interaktion 1 1/2 h (30min thank god Asset Store)

☑ 0/4

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☐ Organisation (pff) 3h ca.

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☐ Level Design 30min (passt)

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Built's: 2 hours