

VRProject-alexh Documentation

Feb 26, 2020

- Created repository with "readme.md" and ".gitignore" Template for Unity.
- Added Windows and MacOS gitignore Templates to the ".gitignore" file.
- Added development platform information to the readme.
- Developed first concept for the game and added short description to the readme.

Mar 4, 2020

- Researched the animals (and their natural habitat) that will be used in the game for the puzzle.
- Made greybox of the room incl. globe, globe table, animal name tags and photo canvases in Autodesk Maya.

Mar 11, 2020

- Finished greybox of the room.
- Imported the greybox to Unity and assigned some basic materials.
- Searched for fitting photos of the 7 animals (buffalo, jaguar, reindeer, rhino, chin strap penguin, red panda, wallaby) that will be used for the puzzle, and cropped them to fit the 3D canvas objects. Also imported these images into the Unity project.
- Imported SteamVR Unity Plugin.

Mar 18, 2020

- Refined description of the game in the readme.
- Added screenshots from Maya and Unity to the readme.
- Added target platform, necessary setup and third party material information. to the readme.
- Created materials in Unity for each of the 7 animal textures and applied them to the 7 canvas objects.
- Added some first lights to the room in Unity.
- Installed SteamVR tool on PC.
- Set up the SteamVR "Player" prefab in Unity.
- Generated SteamVR default inputs.
- Tested SteamVR 2D Debug mode. Doesn't really work. When trying to pick up a throwable object, nothing happens.

Mar 25, 2020

- Tried to fix SteamVR 2D Debug Mode. The Debug mode didn't activate automatically when entering the Play mode. I had to activate the 2D Fallback Options manually, the camera movement in the Debug mode was working this way, but I couldn't interact with any objects that had the "Throwable" Component on them.

At first I tried to research my problem on the Internet. Surprisingly I couldn't really find any useful information regarding the 2D Debug mode of SteamVR in Unity within 30 minutes of searching.

So the next thing that I tried was a rather obvious one. I deleted all imported SteamVR assets from my project and reimported all the assets from the Unity Asset Store, and that already did the trick. The 2D Debug mode now activated automatically and I was able to pick up the throwable objects.

Problem solved! All in all it did cost me around 45 minutes of time to solve it.

- Next I added Mesh Colliders and Box Colliders to the walls and the floor of the room. I also added colliders to the nametags, the tables and canvas frames.
- I also added the SteamVR "Throwable" component to the nametags, so you can pick them up and carry them around.