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. Works fine.