VR Workshop steps:

Set up project for building to VR Cardboard

Import Assets (N3r-V gun, gameAssets folder, GoogleVRForUnity package, Google Search ‘Moon Floor texture’ and put in gameAssets folder)

Drag GvrViewerMain into project (GoogleVR -> Prefabs)

Create Scene:

Make empty gameobject, rename ‘scene’

Scene will have Plane and Cubes in there

Create Plane:

Drag moon floor texture into plane

Copy and Paste planes to make S shape

Drag SpaceSkies skybox into scene to make background

Make scene static

Bake Navmesh

Add zombies:

Import

Make z@walk and z@fall\_back legacy (rig -> legacy)

Add zombie onto screen

Delete Animation there, and add Animation with both walk and backfall

Add NavMeshAgent, set speed to 1 and stopping distance to 3

Add Capsule Collider (don’t forget to set isTrigger!!)

Add zombieScript.cs

Create Resources folder (Assets -> Resources):

Drag zombie into it to create zombie Prefab

Create bullet:

Create Sphere object

Scale down to .1

Create new Material in Assets, change to black, add to bullet

Drag bullet into Resources and delete from scene

Add bullet audio to MainCamera

Add gun to screen:

Only need the N3Vr gun itself, so break the prefab

Connect it to MainCamera

Add animation component

Create gun animation

Add animation:

Create animation component

Uncheck Play Automatically

Delete animator

Drag gun animation

Create spawnPoint so bullets can form from the gun:

Create Sphere object, attach to gun, rename spawnPoint

Scale to .01 and disable collider

Rotate Y by -90

Create playerScript on MainCamera

Create a sight for gun:

Create Cube object under spawnPoint, scale Z to 1000, move accordingly