VR - Assignment 2

Application Development and Software Prototyping, Week 9

# Objectives

1. **Create** a new **Scene** and name it “**Delivery**”
   1. The goal of “Delivery” is to have a player pick up an object, travel with it to a different location, and drop it off.
2. **Use** the **XR Direct Interactor** to pick the object up.
3. **Use** the **Teleportation** Locomotion Provider with a **Projectile Line.**
4. **Use** the Snap Turn Locomotion Provider
   1. **It helps to have an obstacle the Player has to navigate around.**
5. **Record a Demo** of your “Delivery” Scene as it appears in **Unity’s Game Window** during **Play Mode**
   1. **You don’t have to “Maximize During Play”, but expand the Game view window a good amount so what you are doing is easily visible**
6. **Upload** your video to **YouTube** as “***Unlisted***”

# Submission

1. **Paste a link** to your **GitHub repository** in the text editor in **Canvas**, ensuring it is a “***link***” by using the toolbar option for link.
2. **Paste a link** to your **YouTube video** in the text editor in Canvas, below your repository link, ensuring it is a “***link***” by using the toolbar option for link.