VR - Assignment 3

Application Development and Software Prototyping, Week 10

# Objectives

1. **Demonstrate** your ability to create a User Interface using World Space Canvases that respond to XR devices and Physical Interactions with XR Interactors and Interactables:
   1. **Create two rooms** with **a door** in between them. The door must be opened by interacting with world space canvas elements **and** physical interactive elements (buttons, levers, etc.). **Use Locomotion** (Teleport and Snap Turn) to **move back and forth** between them.
   2. You may do this all in one scene or break it down into two scenes (one for Canvas, one for physical interaction)
2. Name your Scene(s)! Something like “VR\_UI” or “VR\_UI\_01 and VR\_UI\_02” if multiple.
   1. No “Example Scene” or “SampleScene”
3. **Record a Demo** of your “VR\_UI” 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**
4. **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 a 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 a link.