

For Developers

For the Spring 2026 semester, we will use a shared GitHub repository (folder). If you don't have a GitHub account, create one; either your personal account or your Illinois account should work. (I used my personal account because the data will persist after we graduate).

Our shared GitHub repository for the Quad Day project should be under the *ATLAS-Illinois VR* account. This repository is *forked* (derived) from [Whirlwind31/ATLASQuadProject](#). (Whirlwind31 is my personal GitHub account).

When you're ready to develop for the project, first download GitHub Desktop. Then, **clone the Quad Day Project** using the **ATLAS Illinois** GitHub link above. Do *not* download as ZIP—then the local copy of your project will not link to GitHub.

Find the local folder for the Quad Day project in your File Explorer. Then, use Unity to “Add project from disk” and use the folder that is a direct parent of “Assets”, “Scenes”, “Scripts”, etc. Finally, open the Quad Day project. Any changes that you make to the Quad Day project should now show up in the GitHub. For example, try renaming an object; that should show up as a change to the local scene.

Before you start developing, **copy the main scene** and rename the main scene with your name. For example, “QuadDay-AlexanderLau.” We will all make changes to the same branch, but because everyone is working on different scenes, there should be few *merge conflicts*. (If we all edited the same scene and made separate changes from one another, it would be a hassle to decide which changes to keep & which to discard).

Continue developing on your personal scene from now on. You are now ready to develop content!

Scavenger Hunt Walkthrough

For ATLAS Quad Games

This is for the purposes of documentation. If you don't want to be spoiled about the contents of the Scavenger Hunt, don't read beyond this page!

Verbal explanation (as of December 17, 2025)

1. Beginning



- a. There is a tree in the part of the Quad opposite the Illini Union, where Foellinger Auditorium is supposed to be. The big Lincoln Bust is nearby.
- b. 'The tree has a signpost saying "Come Inside!" from an inconvenient direction. Go inside the tree.'

2. Piece of Paper



- You should see a table with a piece of paper. Pick up the piece of paper with the left grip or right grip button. This paper is special:
 - If you pick up the paper with the left grip button, use the X / Y buttons to turn the page forward / backward.
 - If you use the right grip button, use the A / B buttons to turn the page.
 - You can only turn the page if you're currently holding it.
 - If you tilt the page left and right, the paper's text will disappear. This is an intentionally coded "invisible ink" effect. A previous intern commented that it seemed like a bug, but fixing this bug would be very complicated.

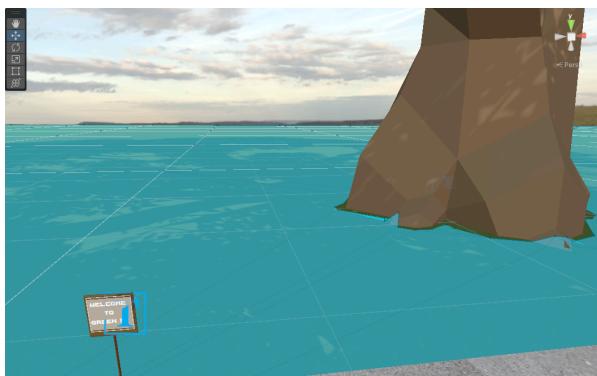
3. Note: Hints

- a. Hints are provided for the player at the back of the paper. There are multiple hints to each section. I designed the hints this way on purpose so experienced players can complete the scavenger hunt without any hints, while beginner players can read the hints if they get stuck.

4. Solution to Part 1



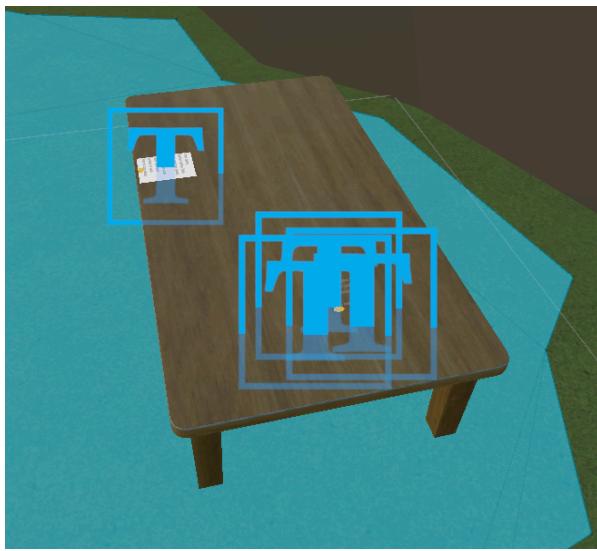
There's a tree in front of the Illini Union. *This is not the correct tree.*



While holding the paper containing Part 1's instructions, navigate behind the Illini Union. If you see a signpost saying "Welcome to Green St.", you are on the right track.

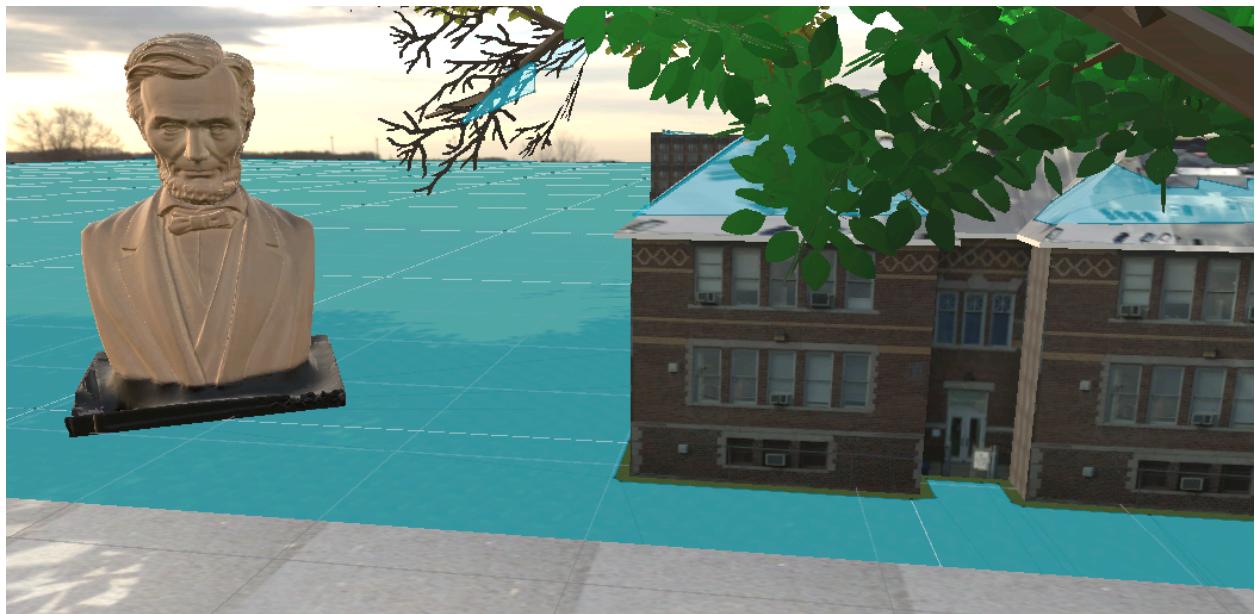
The next part of the scavenger hunt is hidden in the giant tree behind the "Welcome to Green St." signpost.

5. Coin Puzzle



You should see a poem about coins. There is also a coin in the back right of the table. Flip over the coin to reveal the instructions to Part 2.

6. Solution to Part 2



Bring Part 2's instructions to the front of the Colonel Wolfe School, which is the building right next to the giant Lincoln Bust. You should see that the front of the gate clearly says "keep gate closed for children's safety."

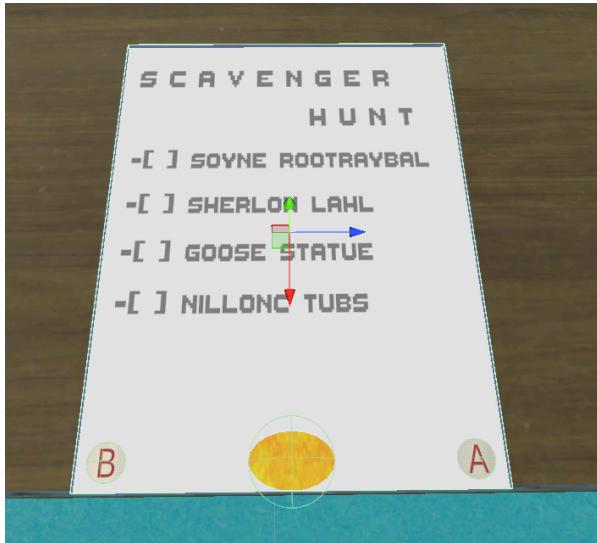
Walk into the building, where you should see a table with the instructions to Part 3 already face-up.



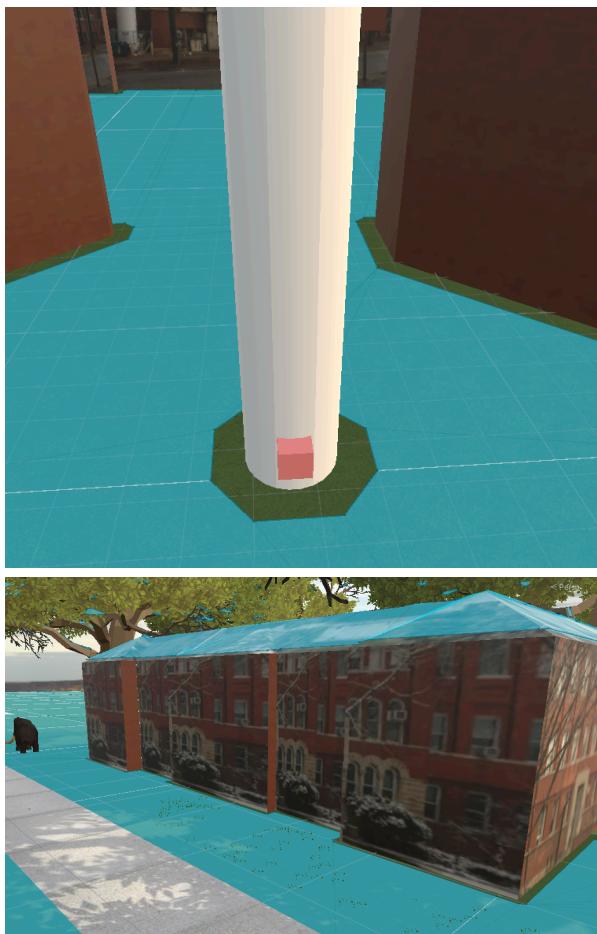
There is a building right next to the Colonel Wolfe School with three columned pillars. This is the English Building and is not the correct answer.

Reason for misconception: Some playtesters thought the pillars looked like a gate.

7. Solution to Part 3

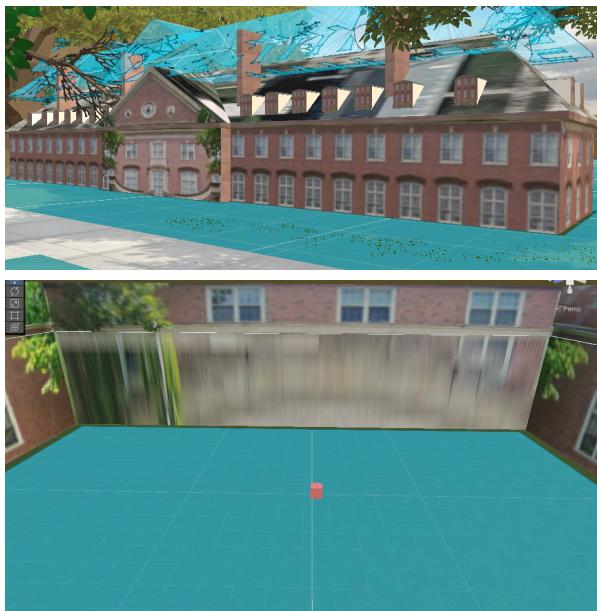


Don't lose Part 3's instructions! There should be a page with a checklist on it. You'll have to turn to the page of the checklist every time you want to check something off.

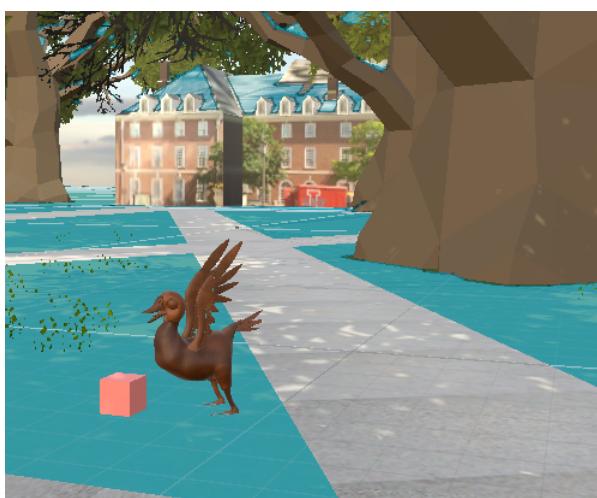


First enter the building closest to the mammoth's spawn location. This is **Noyes Laboratory**. Travel in front of Noyes Laboratory (specifically, in the center facing the Quad). Then walk straight until you see a red box attached to a column.

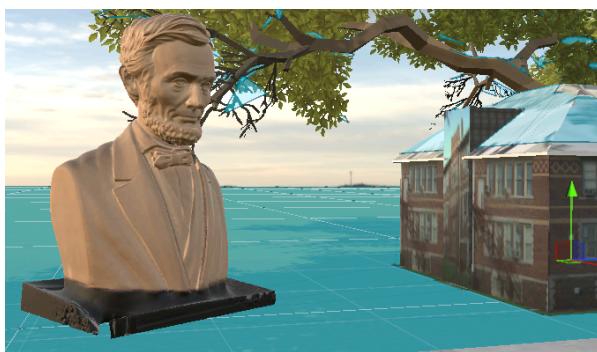
If you turn to the page of the checklist, you will unlock the next location and its respective red box. The red box should turn green if done correctly, and the checklist will display the unscrambled name with an 'X' in the checkbox.



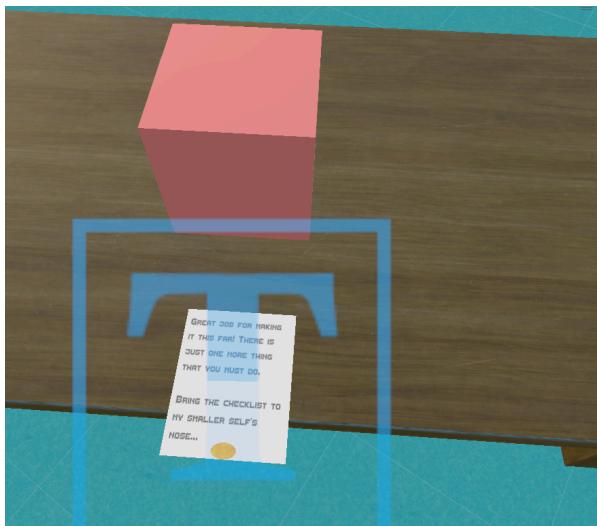
Next, visit **Wohlers Hall**. This is the building right next to Noyes in VR Quad Day. There are two rooms in Wohlers Hall; enter through the front, then pass through the *middle of the wall* in front of you.



There is then a **Goose Statue** outside, in the Main Quad. Horizontally it is between Noyes and the Main Quad, but vertically it is close to the center of the Quad. Approach the red box.



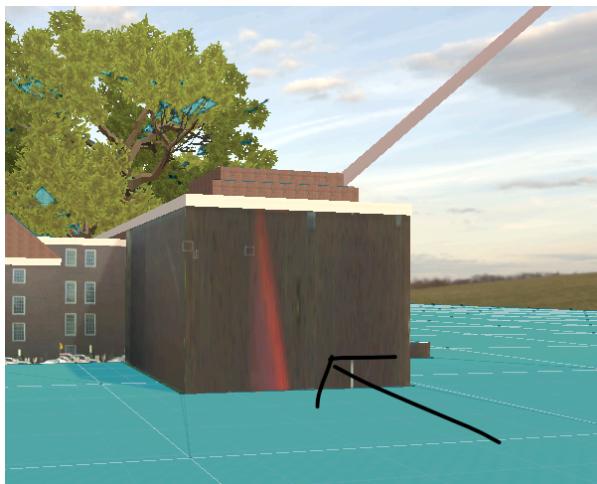
Finally, visit the big **Lincoln Bust** once more next to the Colonel Wolfe School. If done correctly, you should see a one page document informing you that you must *bring the checklist to "his smaller self's nose."*



In front of the English Building, close to your spawn location, there's a small Lincoln Bust. Approach the small Lincoln Bust with your checklist from Part 3. It should have a red box in its nose that turns green.

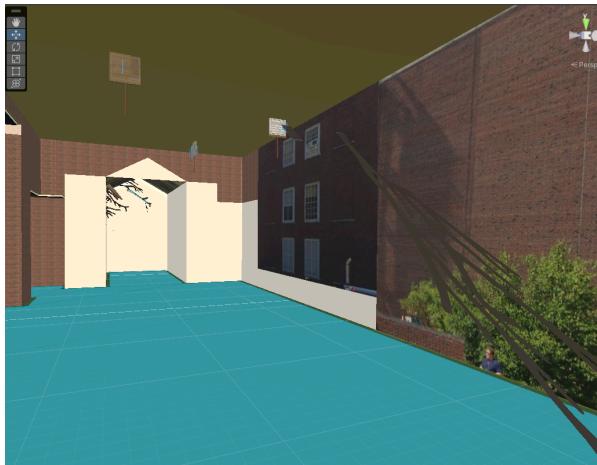
With that, you have completed the Scavenger Hunt! The final secret is inside the Main Library.

8. Secrets of the Main Library



Most players will have to explore around the Main Library a little bit to find this secret.

Go to the right wall of the Main Library. You'll see a wall with a bright red light shining down on it. Enter that way.



You should see a large hallway with floating signposts. These signposts will indicate to general players that this is the room with the secret.

There's a twig that leads upward. Climb the twig to uncover the second floor of the Main Library!

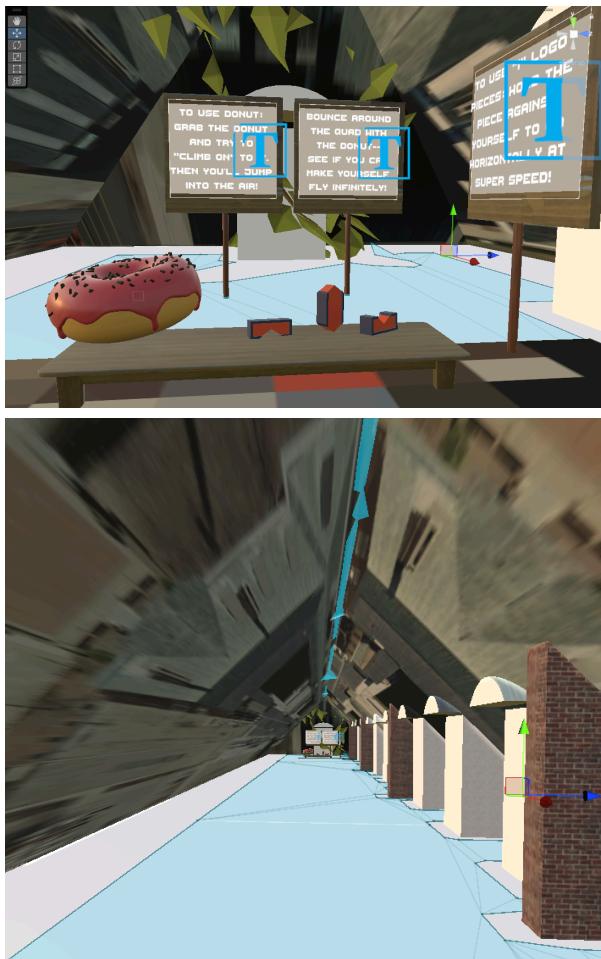


Here you can explore the "attic" of the library. Some parts look kind of like a cathedral.



Watch out for trees; specifically, this one in the middle of the second floor. If you get stuck in a tree you may have to redo the entire scavenger hunt!

(There are outside sections to the library floor as well. Check them out, but avoid the trees).



Inside one of the Main Library's "attics" you will find a donut and Illini logo floating in space. With the donut, you'll be able to fly if you move forward while your legs are touching the donut.

I found the donut to allow you to bounce very high into the air, sometimes infinitely if you're lucky. The logos, on the other hand, allow you to move extremely quickly in a horizontal direction.

- a. You can bounce with the Illini logo, and move horizontally with the donut. But I found vice versa to be far more effective personally.

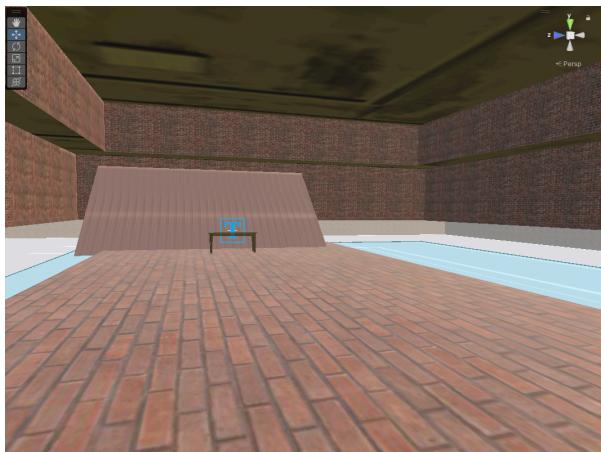
Again, take care not to get stuck in trees, especially if you're using the donut. If you do you'll have to restart the scavenger hunt.

(Also, I found the donut escaping during my playtests and bouncing down to the ground. Unfortunately I don't have a fix yet).

9. Secret Observatory



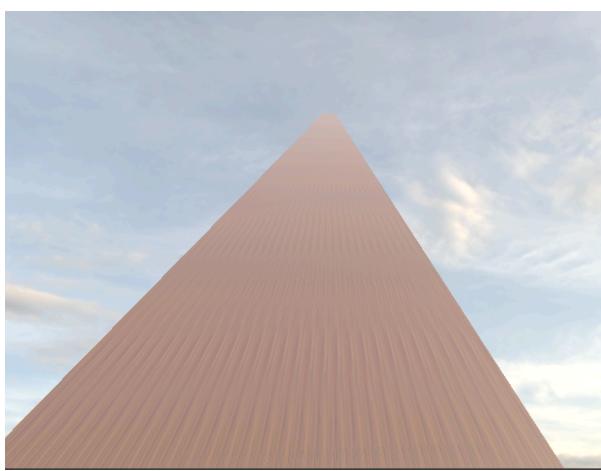
You may have also noticed another tree trunk leading upward. Climb it to reveal a chamber with one final table and piece of paper. **Don't climb if you have a fear of heights!**



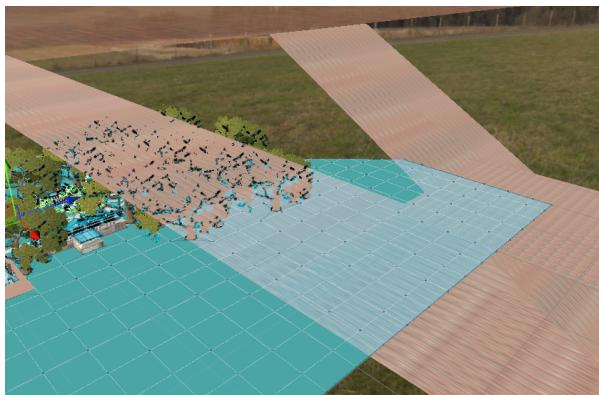
The piece of paper serves two purposes. One, you will move 40 times faster. Your acceleration will increase from 0.25 to 10, allowing you to move lightning fast. (It's hard to control though - use at your own risk!)



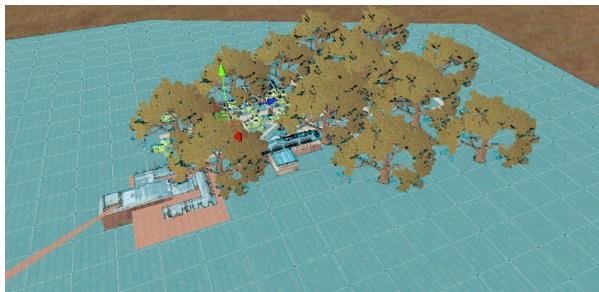
The other purpose is to stand on top of the observatory. If you let go of the paper, you will fall through the floor of the observatory. This is intentional, so that you can explore the other elements of Quad Day whenever you choose.



Climb the sloped pathway up to the observatory. There should be guard rails that protect you from falling. (Don't go too fast or else you might run through the guard rails. This can either lead you to fall back to the ground, or into the abyss if you ran far enough! Watch out!)



Fair warning: There's a flat section. Once you reach there, stop and turn left once you see a diagonal turn. Then climb the remaining slope to reach the observatory!



Eventually you'll reach the observatory. If you brought the piece of paper, you can stand on top of the observatory; otherwise you cannot. Now enjoy the sights that you managed to uncover!

(Left is a view from the observatory. The observatory is just a floor with 5% opacity. Isn't that cool?)