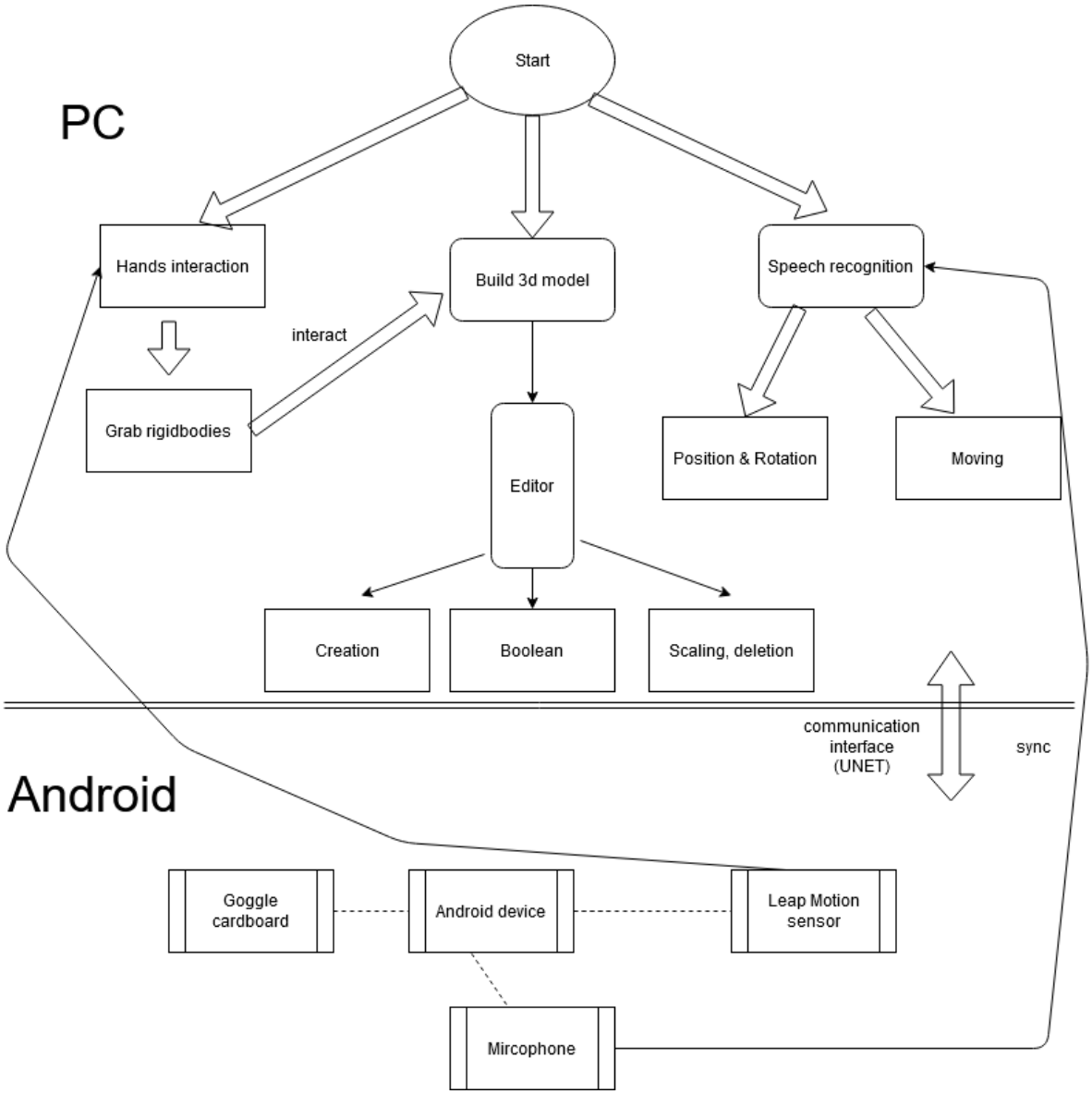
Program flow

This is the overview of the program flow.



Before playing the scene, we need to prepare the following hardware:

- Leap Motion sensor
- Goggle cardboard
- Any Android device

By staring the scene, it happens the following:

1. Communication is established between Android (client) and PC (server)
2. Leap Motion hands are initialized and can be seen on PC and Android
3. Speech processing is initialized and is ready to receive any incoming voice (English only).’

During the scene player can:

1. Interact with the rigged Leap Motion hands
2. Build 3d models on the operation panel
3. Invoke commands using speech

Interact with the rigged Leap Motion hands

By attaching the Interaction Behaviour Script to the gameobject, the Leap motion hands can grab rigid bodies or colliders. This is especially useful in building 3d models in VR environment.

Build 3d models on the operation panel

In the operation panel, there is an editor that the player can choose to:

- Create
- Delete
- Scale and,
- Perform Boolean operations

The created clones can be interacted with the Leap Motion hands.

Invoke commands using speech

By saying these lines to the microphone, the following actions will be carried out:

Position	Rotation
"Move forward"	"Turn left by x degrees”
"Go back"	"Turn right by x degrees"
"Move up"	"Look back"
"Move down"	
"Move left"	
"Move right"	

Detailed functions and interactions