# VR Locomotion & Interaction Prototype Word Document

Alyssa C

For my locomotion system, I have chosen to use Continuous Locomotion. Since my game revolves around exploring and gathering, I think it would suit my game best. It will make the flow of my game a lot smoother than the other locomotion types would, at least I think so.

For Interaction 1, I chose an interaction that forcibly grabs the objects out of your hand and nestles them within nearby empty parent objects. In my game, I’m going to have a platform with 8 different empty parents, and you need to place all 8 music note game objects into those 8 spots in order to finish the game. I also made it so that you can only put one game object in each spot. The order of the object placement won't really matter for my game, so any object can go anywhere.

For interaction 2, I chose to make a button (game objects, not a UI button) that when pressed down by the player’s hand, spawns in objects and plays a sound. For my final, I think I will have a button or something similar beside my platform with the music notes, and for my game, it will play a song once it detects that all the empty parent objects are filled with the music notes. I do not have the detection of the objects in the empty parents set up for this demo, I just have the button playing a sound and spawning in objects, but it will be fully set up when I hand my final in.

For interaction 3, I made a simple door. In my game, I plan to have a chest somewhere within the map that you will have to find and open to get a special item, so I will use the same mechanics that I’ve used for the door in this assignment on that chest.

For my menu interaction, I made a menu that spawns in at the start of the game. You have to press the start button to see and play the game. I will use a menu like this in my final game to showcase the title of the game and just to have a cool start menu screen. The menu screen will have a different design in my final experience.

For my dynamic text-based UI interaction, I made (with Shylo’s help) a dialogue system where you can click through a bunch of dialogue that is being said by a character. I will use this in my final game as I will have a character at the spawn that you will need to talk to in order to learn the objective of the game.

AS AN EXTRA, I got a similar mechanic to how my music notes get sucked into place, but I have made it so that an empty parent will only accept one specific game object. The two objects to the left of the platform were my test objects, and there is an empty parent by them that will lock the cube in the empty spot but not the cylinder. I’ve decided to add an extra feature in my game where you can give the NPC a specific item that you find within the map, so that is where I will use this mechanic.