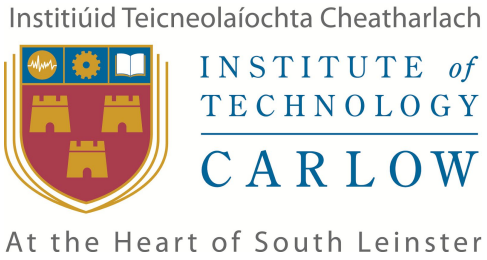

Computer Games Development CW208
Technical Design Document
Year III

Aoife Powders
C00218374

3rd May 2020

Institiúid Teicneolaíochta Cheatharlach
INSTITUTE of TECHNOLOGY CARLOW
At the Heart of South Leinster

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Open-Book and Remote Assessment Cover Page

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Module: Final Year Project

Stage/Year: 4th Year

Date: 03/05/2020

Declaration

This examination/assessment will be submitted using Turnitin as the online submission tool. By submitting my examination/assessment to Turnitin, I am declaring that this examination/assessment is my own work. I understand that I may be required to orally defend any of my answers, to the lecturer, at a given time after the examination/assessment has been completed, as outlined in the student regulations.

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Features

Feature: Tracking Controller

Tasks:

- Create a class to handle tracking changes.
- Use Unity XR to get access to input devices list.
- Get the tracked devices for specified roles.
- If the controller was being shown and it was not found disable the controller.
- If the controller was hidden and it's now found, enable the controller.

Feature: Tracking Buttons

Tasks:

- Create a ButtonController class.
- Use Unity XR to get access to the button list.
- Create a dictionary of buttons that will be displayed in the inspector.
- Create a dropdown menu in the inspector to choose which controller is being used, left or right.
- Create a boolean that will keep track of if the button is being pressed or not.
- Get the label selected from the inspector and find it in the dictionary.
- Get the device we want to check (right/left).
- Check if the button is being pressed.
- Trigger OnPress event if pressed.
- Trigger OnRelease event if released.

Feature: Grabbing and Releasing objects

Tasks:

- Create a GrabbingandReleasingObjects class.

- Create game objects to hold the object you're colliding with and the object you're holding.
- Check if you're not holding anything and if the object is grabbed.
- If you're grabbing then the object you are colliding with is moved to the object in your hand and its rigidbody is moved to the fixed joint connected body.
- If the object has been released then the connected body is null, and the object in your hand is null.

Feature: Button

Tasks:

- Create a buttonPush class
- On the button add a spring joint and a collider for how far you want the button to be pressed for something to happen.
- In the class check if the button has collided with the collider.
- Trigger something to happen when the button is pressed.

Feature: UI

Tasks:

- Create a UI canvas.
- Add buttons and text.
- When you point you hand at the canvas draw a ray that extends from your hand.
- To interact with the buttons check if the ray is colliding with the button then check if the trigger button is being pressed.
- Trigger something to happen when you click the button.

Feature: Hitting objects with objects

Tasks:

- Create a bat or something to hit objects with.

- On the bat place multiple cubes with no colliders along where you want the objects to hit.
- Create a batCapsule prefab which will be a cube with colliders.
- Create a batCapsule class that will instantiate the batCapsule prefabs in the same position as the cubes on the bat and set the batCapsules to follow them.
- Create a batCapsuleFollower script to get the velocity of the batCapsules.

Feature: Clip blocks in place

Tasks:

- Create 2 blocks with the same dimensions and names.
- Create a ClipInPlace class.
- Check if both blocks are colliding.
- Check if they have the same name.
- Set them to the same position and rotation.

Feature: Teleportation

Tasks:

- Create WayPoints.
- Create a locomotion class.
- Draw ray when it collides with a waypoint.
- Check if the trackpad button is being pressed.
- If it's being pressed, set the position of the user to the waypoint position.

Feature: Grab from distance

Tasks:

- Create an object to grab.
- Create a grab from distance class.
- Draw ray when it collides with the object you want to grab.

- Check if the grab button is being pressed.
- If it's being pressed, set the position of the object to move towards the users hand.

Feature: Door (also the same for levers and drawers)

Tasks:

- Create a door object.
- Connect the door to a wall using a hinge joint.
- Create a knob object.
- Connect the knob to the door by using a fixed joint.
- Create an object to be placed on the knob.
- Create a follow class.
- Check if the object has been grabbed
- If it has then move the knob towards the object.
- When released return the object to the knob.