The preliminary prototype contains ArmRaise, Twist and Menu. The game starts from Menu scene

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| Scene | Description | Interaction techniques | How to use | How does the scene work |
| ArmRaise | This scene requires user to make quick response to coming comets by using controller to hit the comets. | Object manipulation, Simple Virtual Hand | User should move the controller to hit the coming comets to get points. Before scene runs, a tutorial video will be played to show the user how to use. | When the scene runs, comets are being generated at Spawning Points in pair at a specific rate towards the user. The user can move the controller to hit comets. When the controller hits one comet, the comet will disappear with a sound, and the user get 1 point. The total score will show up on the “TextBoard” scene, which changes as the user hits the comet. |
| Twist | This scene requires user to make quick response to coming comets by moving his/her body to avoid hitting the comets | Object manipulation, Simple Virtual Hand | User should move his/her body and arms to avoid hitting the coming comets. | When the scene runs, comets are being generated at Spawning Points in pair at a specific rate towards the user. The user should move his/her body and arms to avoid hitting the comets. When the user successfully avoids one comet, he/she will get 1 point. The total score will show up on the “TextBoard” scene, which changes as the user hits the comet. |
| Menu | This scene gives user option to choose among ArmRise, Twist or Exit | Object manipulation, Simple Virtual Hand | User should move the controller towards the specific item and press the corresponding button to go into the specific scene | When the scene runs, user can see 3 buttons in a blue dashboard: Arm Rise, Twist and Exit. User can move controller to one button and press to go into the specific scene. |