

Virtual Reality two handed weapon game asset - XR Toolkit V2.0/Oculus Quest/Rift

How can this package help your title?

This asset can help you towards an arsenal of weapons you could use in a VR shooter title for either oculus or steam Vr - The package utilizes the 2.0.1 version of the xr toolkit so will be easy to setup and integrate into your project

Setup Guide

You will need from the package manager:

- **XR Toolkit Version 2.0.1**
- oculus xr plugin (or your comparable xr plugin)
- xr management plugin
- Universal Render Pipeline
- Oculus XR Plugin

In the project xr settings select whichever OS your are using i.e(Oculus)

If everything appears pink: Create a UniversalRenderPipelineAsset and assign in Graphics and Quality Project settings

Edit -> RenderPipeline->UniversalRenderPipeline -> UpgradeProjectMaterials

You will need the navmesh components package in order of the enemies to work this can be found <https://github.com/Unity-Technologies/NavMeshComponents> copy this into the packages folder in unity add the surface mesh component to the “Ground” object in the scene - then click bake on the navmesh surface component you have added

Connect your Oculus Quest/Rift to your PC load oculus link and press play on unity and you are ready to game dev

Package inclusion

Project source code all scripts.

Destroyable enemies

XR Sockets for the weapon and ammunition

XR Two handed Weapon asset

Expansion Ideas

This package is build using the xr toolkit which is a very powerful tool

- Force grabbing objects using the XR Toolkit ray interctor
- Adjust the projectile and explosion settings so they align to your games needs
- Implement xr toolkit's locomotion system so you can move around using your controllers
- Expand your arsenal of weapons

- The package uses xr sockets to keep the weapons and ammo in place on the table these sockets could be placed on the players person in game so you could reload on the go

Template Design

The template makes use of the unity xr interaction toolkit in various ways:

- The weapon is two handed meaning you can grab it both at the stock and on the foregrip. This is achieved using a custom two handed grab script which comes attached to the weapon game object
- The weapons have ammunition which snaps into place. This is achieved using the xr socket interactors when a viable socket item is placed near its intended location a blue highlight will appear and the weapon will snap into place
- For ease of use both the weapons and its ammo has xr sockets on the table but these can be moved onto the players person to have ammo when walking about
- The enemies crumble when objects with the "Bullet" tag collide with them. They stop short of the player as to test the weapons but this can be altered on the navmesh agent attached to them.