Locomotion:

For my locomotion I decided to use continuous as I find it to be less prone to causing motion sickness compared to teleportation. I also prefer its ease of use for newer users as it is simple to understand. Teleport tends to require a tutorial to understand for newer users.

Interactions:

Keyboard

I added sphere colliders to the XR controllers as well as triggers to each key with a simple play sound script. This is to simulate playing a basic keyboard, if I were to change anything I would like to expand on it more to try and hook it up to the raycast interactor instead.

Plug and Socket

I made a simple interaction that uses a plug and socket to change the color of the keys using a script. I could also use this to turn on a light in the future, I tried for this assignment, but my lighting was not working.

Piano Cupboard Door

A simple door interaction that I can reuse for my final with a higher poly model. Uses a hinge joint with a grab interactable.

UI:

Volume Slider

I hooked up a slider to a script that changes the mixers volume to have a UI element that changes the volume of the piano's audio. This will be especially useful for the final when I need menu elements.

Timer/Spawner

I created a countdown timer that is in 00:00 format that spawns a ball when the timer hits zero. I will be able to use this for my final if I need to have a timer that ends the experience if the user is too slow.