Your goal in this game is to score at least 10 points within the time limit by shooting the objects on the pedestals in the gallery.

Oculus Rift: Walk around by moving the left stick, turn by using the right stick or physically turning around. To pick up the gun use the grip trigger on the right controller (sorry lefties), and use the index trigger to shoot, gun will stop firing when time is up. If the gun falls out of reach use the A button to reset its position. To reload the level and restart the game, press the B button.

GearVR: You cannot move, grab the gun by placing your finger on the touchpad and fire by pressing the trigger. Swipe up on the remote or the touchpad on the side of the headset to reset the gun’s position, swipe down to reload the level.

Final:

Built on Lab 02 to run on SteamVR with oculus touch controllers, refactored inputs for scalability, added the ambidexterity(Is that a word?) you can now grab the gun with either hand.  
Controls: X (Lower button on left controller) will reset the gun’s position to the counter, Z(lower button on right controller) will return you to the start screen, Left stick will move you (Note: It does not account for rotation of the headset, you move with forward always being towards the counter) Grip on either controller will attempt to pick up the gun with that hand, and the trigger on either will attempt to fire the gun if it is in that hand.