

**STUDENT PLAGIARISM DISCLAIMER FORM**

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ASSIGNMENT TITLE: Documentation

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**Signed:   Deniels Voitkevics**

**Dated:  24/12/2021**

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# Intro

For the second demonstration in class, I have done the last 2 characteristics for my global warming video game.

Reward: Some sort of feedback must be given to a player for when they succeed in a task such as either visually seeing “score” sign, hearing a ‘ding’ when scoring or feeling hands vibrate when picking up an item.

Competition: This one is what keeps the player wanting to play the game, a point system that allows the player to get better over time within a limited timeframe given in the game.

### Reward

### Haptic

Implementing Haptic feedback on hover and select was done so that the player knows when the object has been picked up. This was done relatively easy by selecting both hand controllers and navigating to the Haptic Events fold-out which I then just enabled the on hover/select entered check box and set the intensity and duration to the point of my desired result.

A screenshot of a computer

Description automatically generated with medium confidence

### Score Trigger

Another feature I added was the word “Score” coming up every time the player throws the rubbish through the basketball hoop. This was done by using a trigger event which turns the object score on and off after a few seconds.

A screenshot of a video game

Description automatically generated

#### Competition

#### Interface

I thought the best way to get the heart racing and keep the user interested was by adding a timer to the game, and what better way of doing it than a big Interface that is constantly rotating regardless of where you are on the map to put pressure on the time remaining. This was doing by creating a canvas and setting it in my desired location. I then added a background image to it and a TetxMeshPro on the image so that the writing can be visible. A screenshot of a video game

Description automatically generated Text

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#### Interactable Interface

Giving results to players allow them to constantly replay the game to try and beat their previous scores or even their friends one! This score is only visible at the end of the game when the timer runs out which leaves the player guessing whether they are doing well or not. This score was implented the same way as the timer, with a canvas, image and TextMeshPro, the only difference is it is set as the XR rig’s child which means it always follows the player around and then when it becomes visible it is always infront of the player. On this interface there is also 2 buttons, one for restarting the game and another button to exit the game. Each button has an On Click event which would go to the exit or reload method and implement what is inside it.

Graphical user interface

Description automatically generated

Graphical user interface, website

Description automatically generated

##### Conclusion

Overall, I really enjoyed the experience of creating my first every virtual reality application. It came with a lot of initial difficulties but through trial and error and using Unity’s Virtual Reality Tutorial it really turned out just how I imagined it to be. This has already given me an opportunity of working in a virtual reality company locally designing applications for big companies. I most definitely see this being a big part of my future career and the direction I wish to follow as the possibilities for this type are endless.