User Guide

It's highly recommended that you play the game after building it, as the performance is much better than playing it through the Editor. Instructions on how to do so are listed on the next page.

Your Objective

Work through the day and night delivering packages and exploring your home city!

You are a Amazune postal worker. Your job is to pickup packages around the city and deliver them to their destinations. You are also above the law (somehow), and you are free to drive off-road, run lights, and mercilessly "slaughter" pedestrians and other drivers with your vehicle. *Note: they are sentient and can feel pain (maybe, idk).*

Opening the Project

1. Clone or download the project from GitHub and open it in Unity 2021.1.22f1.

2. Upon opening, select the MSConfig asset in the root of the Assets folder and click the button in the Inspector that says "Load Multi-Scene Configuration" to load the multi-scene setup.
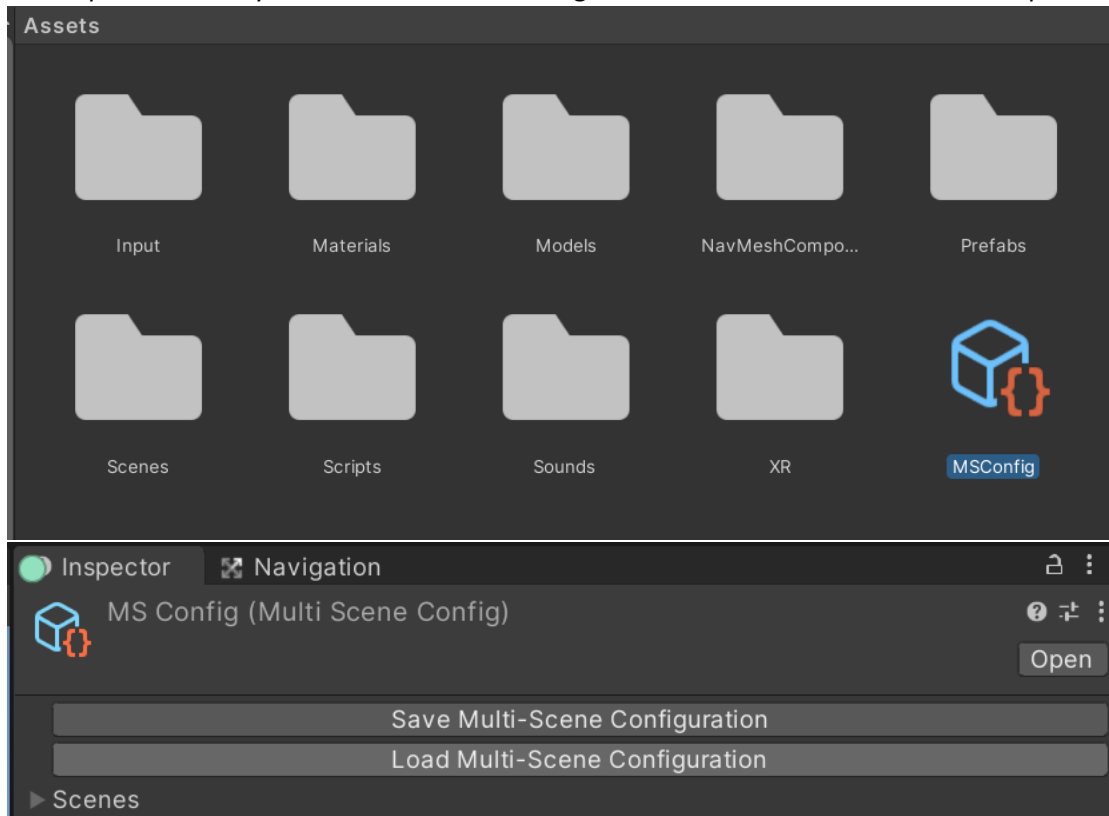
Running the Project

1. Before entering Play mode in the Editor, go to 'Window → XR → Open XR → Project Validation' and make sure input is locked to the Game view (it will give you an auto-fix button if it's not currently set).

2. Entering Play mode should now correctly interface with the headset and allow you to use it. If any Scenes are missing that should be loaded, the Main Scene will automatically load them in as well.

Building the Project

1. Load all important Scenes as described in step 2 of 'Opening the Project', and then open the Build Settings window located under the File menu.

2. Make sure that all open Scenes are included in the build, and make sure that Main Scene has an index of 0 so it is the starting Scene. Forgetting to do this will cause one or more Scenes to not be loaded when played!
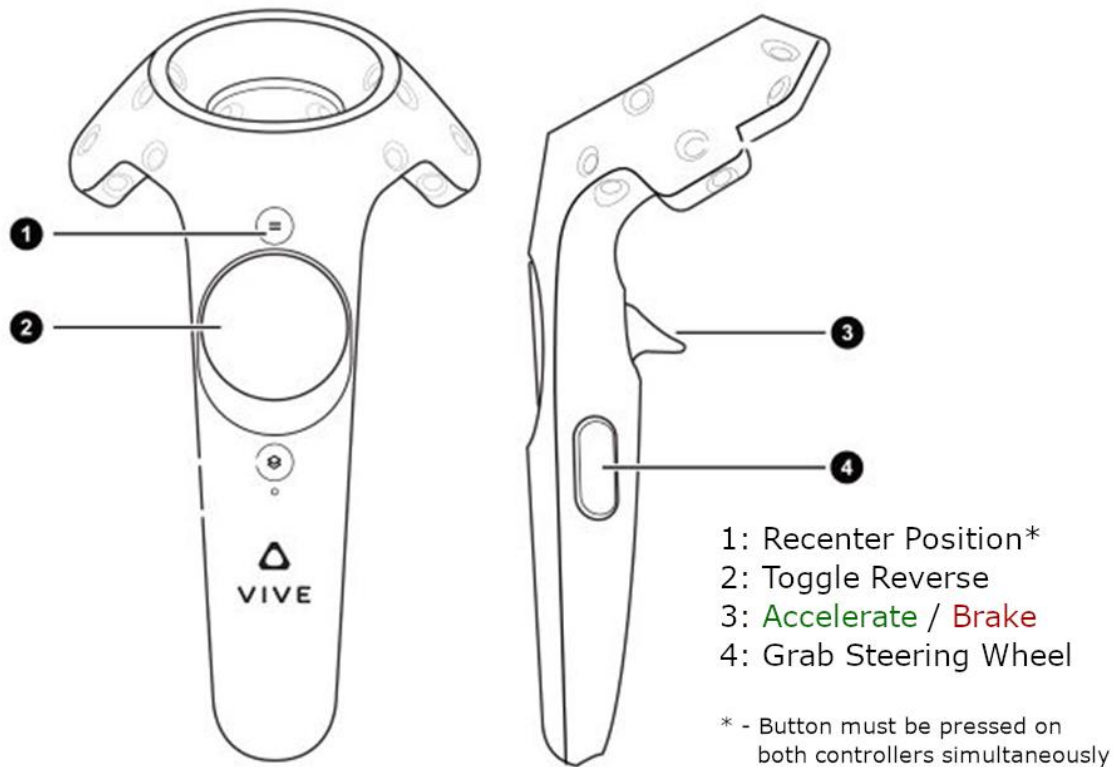
Controls

1: Recenter Position*
2: Toggle Reverse
3: Accelerate / Brake
4: Grab Steering Wheel

* - Button must be pressed on
  both controllers simultaneously

Figure taken and modified from https://varwin.readthedocs.io/en/latest/_images/image25.png

Specific Controls

To accelerate, pull the trigger on the controller represented by the green hand in the game.

To brake, pull the trigger on the controller represented by the red hand in the game.

To reverse, first toggle it by clicking either trackpad, then use the button you normally use to accelerate to reverse the car.

To turn the wheel, hold either hand close to the edge of it, then press and hold the grip button on the controller to hold the wheel. Then move your hand around the wheel in the direction you want to turn it. To switch hands, just do the same with the other hand. (You don't need to let go with the one holding it first.) If you move the hand holding the wheel too far away from it, you will automatically let go of the wheel.

To recenter yourself in the car seat, press the menu button on both controllers simultaneously.