What we need to do:

Use the ship and command bridge assets

add information when user activates or highlightssomething (use just common ship terminology)

From the ship create interaction to teleport to the command bridge•In the command bridge:•Create introduction of the command bridge and equipment•At least three interactive element that does something

Ideas:

Use lever

Wheel to steer the ship

Lever for speed

Button ship horn and/or lights

Screens as user interfaces

Teleportation

Sounds

Chairs

Textures for the assets

Hands for the player

Presentation:

Scenario:

You start from the ship

Click to teleport to the bridge

You get taught the controls

3.2. Deadline for:

Textures

* Ship elmeri
* Control room ville

Lever that moves the ship – niko

Wheel that rotates the ship- niko

Button that controls the lights or sounds a horn - elisabeth

Screens as Interface system – Elisabeth

system from create with vr -elisabeth

Teleport - elmeri

Sea – ville

Skybox changed from the default - elmeri

Hands for the player – ville

Outside the ship ui for teleport -elmeri

26.1.

Tutorial of controls for the player