

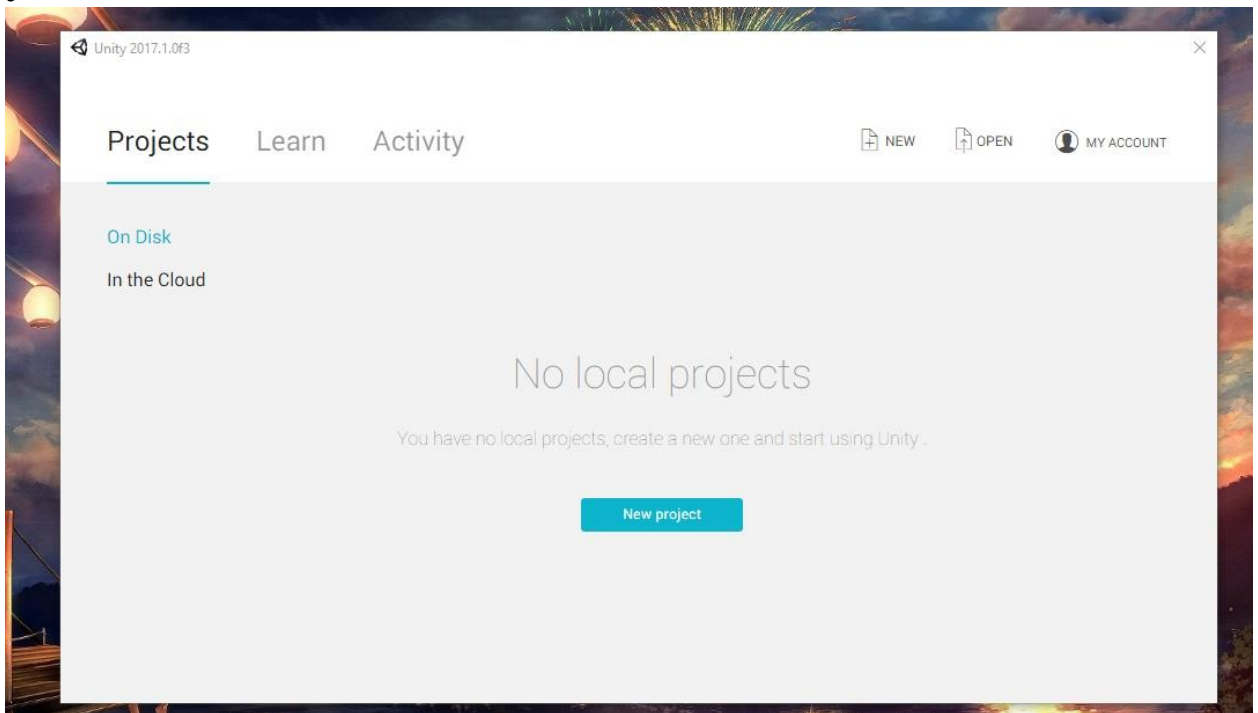
# Learning with Virtual Reality

## **User Manual**

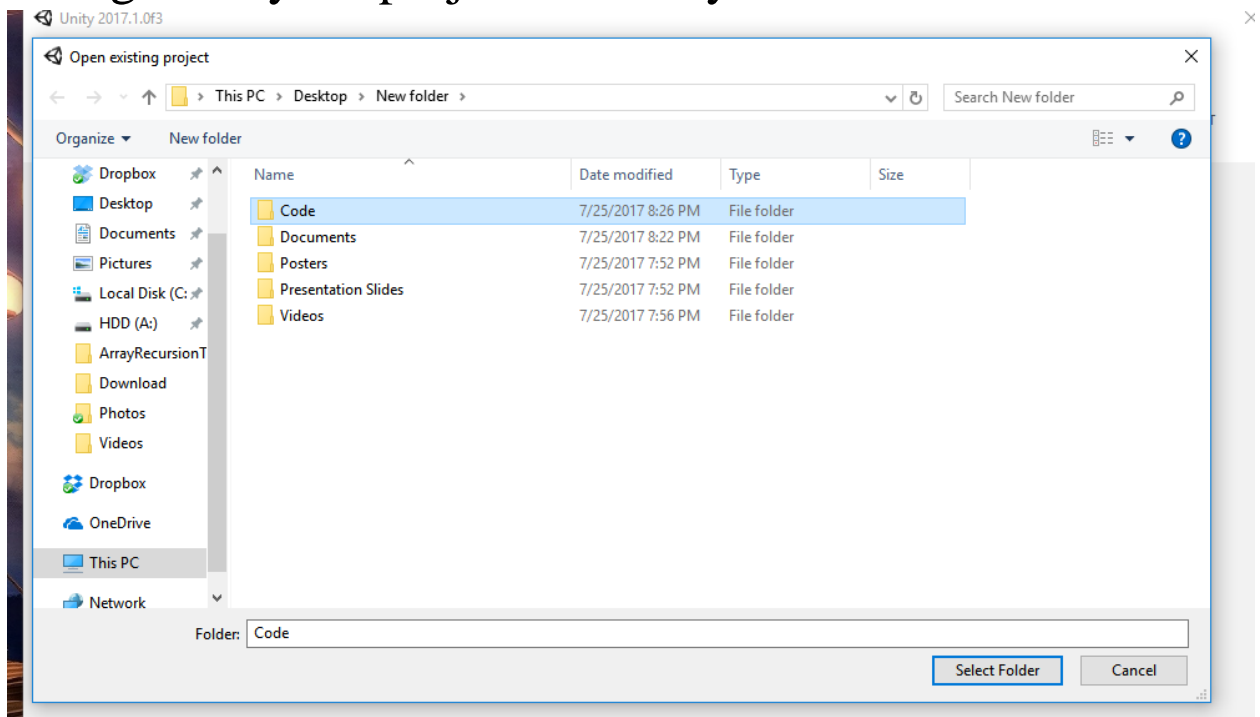
Edvin Li

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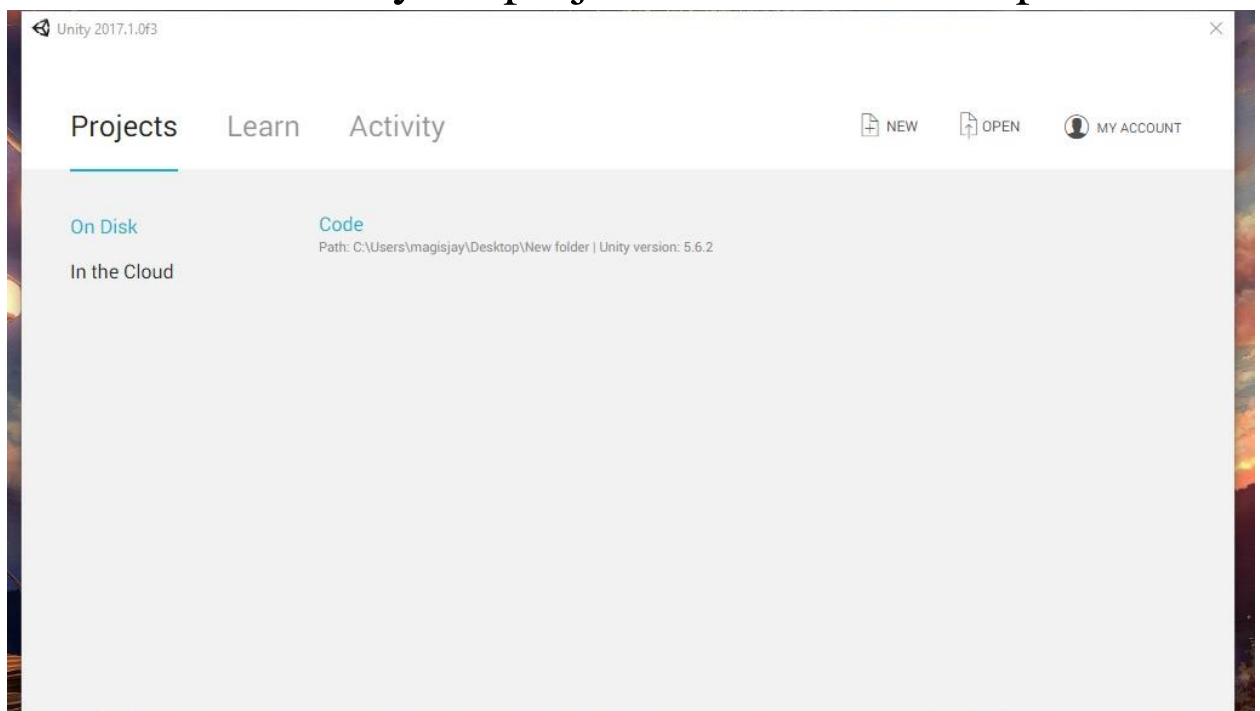
1. Install Unity Engine. Please refer to the installation guide on the Documents directory.
2. Launch Unity. It will ask you to verify your license. Select personal and follow the on-screen instructions.
3. Once you activated your license, select Open next to your account.



4. Navigate to your project directory.

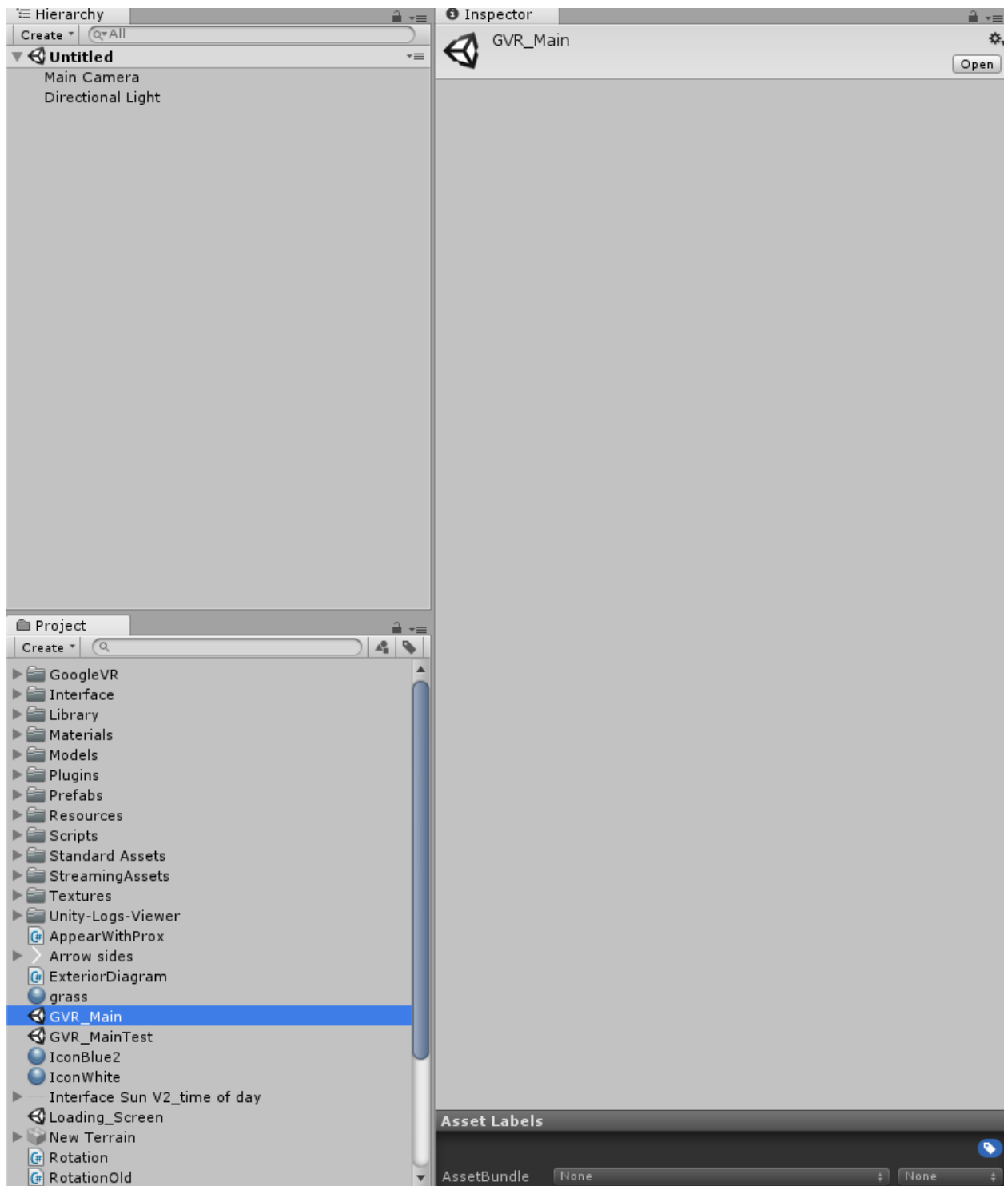


5. It should now list your project available to be open.



6. Open your project and under the Project section, select GVR\_Main and press open in the top right

corner.



7. Press the Play button at the top and you can start moving the player forward by holding down the

SHIFT key and look around by holding down the  
ALT key and dragging using the mouse left button.  
8. Click on the icons around the map to open them up.