Tutorial

Start with locking the movement but not the mouse. After the intro tekst let say 20 sec (please make this adjustable so we can change this if the audio is longer) go to the first step.

**Step 1: Use the mouse to look around**

*Needs:*

1. *Lock player movement*
2. *Check if the player looks around- > if he does then move to next step after 5 seconds.*
3. *Text: Use the mouse to look around the room.*
4. *Add point*
5. *Audiofile: Audiofile we can implement.*

**Step 2: Use W to move forward**

*Needs:*

1. *Lock player movement A, S, D*
2. *Check if the player walks forward- > if he does then move to next step after 3 steps forward*
3. *Text: Use W-button to move forward*
4. *Add point*
5. *Audiofile: Audiofile we can implement.*

**Step 2: Use S to move backward**

*Needs:*

1. *Lock player movement W, A, D*
2. *Check if the player walks backwards- > if he does then move to next step after 3 steps forward*
3. *Text: Use S button to move forward*
4. *Add point*
5. *Audiofile: Audiofile we can implement.*

***!! Step 3,4 Same is done for left and right!!***

**Step 5: Move to the table using W, A, S, D and the mouse**

*Needs:*

1. *Check if the player walks close to the table- >* Collider around the table. When the player enters this colllider he completes this step.
2. *Text:* Move to the table using W, A, S, D and the mouse
3. *Add point*
4. *Audiofile: Audiofile we can implement.*

**Step 6: Using an item ( not in hand)**

1. *Lock player movement W, A, S, D*
2. *Text:* You are able to use highlighted object when you see the hand icon by pressing the left mouse button. Let use the hand hygiene pump to wash our hands
3. *Check if player uses item*
4. *Add point*
5. *Audiofile: Audiofile we can implement.*

**Step 7 examining objects**

1. Lock player movement W,A,S, D
2. Text 1: Some object need to be examined, like patient records. When you see an magnifing icon it means you can examine the object
3. Check if player examines object
4. Text 2: After examining an object you can put it back down by pressing Q
5. Check if player puts object back down.
6. Add point
7. 2 audio files we can implement.

**Step 7: Pick up an item from the table (syringe)**

*Needs:*

1. *Lock player movement W, A, S, D*
2. *Text1 (before pick up):* You are able to pick up some highlighted object by pressing the left mouse button.
3. *Check if player picks up item- >* If player pick up item complete this step
4. *Text2 (After pick up):*When your hands are empty, the picked up item always apears in your left hand.
5. *Add point*
6. *2 Audiofiles: Audiofile we can implement.*

**Step 8: Pick up an second item from the table (Needle)**

*Needs:*

1. *Lock player movement W, A, S, D*
2. *Text1 (before pick up):* You are able to pick up another highlighted object by pressing the left mouse button.
3. *Text2 (After pick up):*When you have an item in your left hand. The second item wil appear in your right hand. You are only able to hold 2 items at once.
4. *Check if player picks up item- >* If player pick up item complete this step
5. *Add point*
6. *2 Audiofiles: Audiofile we can implement.*

**Step 9: Dropping items on table**

*Needs:*

1. *Lock player movement W, A, S, D – lock pick up – lock dropping right hand*
2. *Text1 (before Dropping):* You are able to drop items if you do not need them anymore. Dropping an item is done by holding SHIFT and pressing Q or E depending on wich item you want to drop.
3. *Text 2: Lets try to drop the item in our left had by pressing SHIFT + Q. -> check if player drops left item.*
4. *After drop Unlock dropping with right hand*
5. *Text 3: Lets try to do the same with our right hand but now using SHIFT + E -> check if player drops right item*
6. *If player dropped both items -> he completes step.*
7. *Add point*
8. *3 Audiofiles: Audiofiles we can implement.*

**Step 10: Dropping items somewhere else:**

1. *Lock player movement W, A, S, D*
2. *Text1: lets pick up both items again -> Check if player piks up both items*
3. *Unlock player movement W, A, S, D*
4. *Text 2: Now lets walk away from the table using the mouse and W, A, S ,D*
5. *Check if player walks out of collider*
6. *Text 3: Great, now lets drop our items using Shift + Q or E*
7. *Check if player drops an item.*
8. *Text 4: you can drop items anywhere but dropping it off the table gives you a penalty*
9. *Text 5: Lets pick the item back up*
10. *Check if player picks up items*

**Step11: Combining objects**

1. *­Text1: Some items can be combined into one. Combining can be done bij pressing “R” if both items in your hand are combinable. Lets combine the needle with our syringe so we can absorbe medicine.*
2. *Check if player combines*
3. *Text2: Now that we have the syringe prepared lets pick up the medicine*
4. *Check if player picks up medicine*
5. *Text3: Great, to absorbe the medicine lets combine the medicine with our syringe by pressing “R”*
6. *Check if player combines medcine with syringe*

**Step 12: Using object on objects**

1. Text1: Items can be used on other object like a patient. Let’s try this now. Move close enough to the patient.
2. Check if player is close to the patient -> maybe this can be done with a trigger
3. *If player enters trigger* -> text 2: now you can see an use icon on the patient. Depending on which hand hold your object. You can press “E” or “Q” to use your object. Try this now.
4. *Check if player uses object on patient*.

**If player completes using object on objects -> open animation sequence. Use the same as intramusculair injecting**

**Step 13: Animation sequences**

1. Text 1: Sometimes an animation sequence will start to show moe difficult actions. A choice cirkel appears. You have to chose te right awnser to continue the animation. For training purposes the right anwsers are shown in green.
2. Open the animation sequence -> lock choices till tekst is done. Lets say 20 seconds
3. Unlock choices and make correct choice green.
4. After the sequence is done -> text2: Great this concludes our tutorial. Good luck!