CS 6334.001 Virtual Reality

Fall 2016

Aircraft Marshalling Project

**Preliminary Prototype:**

Preliminary Prototype Goals

• Implement the virtual airport for training aircraft marshalling.

• Implement the virtual aircraft that responds to simple button-based directions.

**1.Instruction on how to build and run the unity project**

1. Open the project file;
2. Open the controller and click the right controller to use the button to control;

**2. Instruction on how to use it given the specified hardware techniques**

Use Trigger button to to make the aircraft move forward;

Use Touchpad Button to make the aircraft turn left;

Use Grip Button to make the aircraft turn right;

Use Menu Button to make the aircraft fully stop;

Use System Button to turn the aircraft’s engine off;

(Note: All the instructions are operated on the right hand controller.)