Prototype exe feedback 2/10/14

* LOCKING week 13 (everything completed, no more changes, just polish)
  + Compile
  + Beta
  + Final
* Create “Deploy” folder which holds functional exe’s
* For submission 2 folders: “Deploy” and “Development” (must be able to compile no errors)
* Each task must have instructions so he user knows how to operate
  + How to complete task
  + How to use devices to complete task
* Counter must be bigger (timer)
* Textures need to be added
* Level loader
* Audio
* Pause menu
* Change crouch to “c” from “ctrl”
* Wayfinding level needs a guide
* Block 2nd wayfinding path
* Jump pad needs an instruction (maybe one at beginning and one when close to a jump pad)
* Keyboard & mouse crosshair
* Remove mouse cursor
* Need to be able to switch between Cam/OVR (menu toggle?)
* Change exe icon
* Speed option added to menu (config)
* Lock sliders at different intervals |--|--|--|--|
* Clean up unity projects to have simple GameObject etc

CONFIG

* Display
  + Oculus
  + Monitor
* Interaction
  + K/L/H
  + Mouse & keyboard

Documentation due at presentation.

Project due at presentation.