This project was built using Unity 2019.4.28f1, blender 2.93+ and VRTK version 4. For best results, use these versions.

Installation instructions:

**Getting Unity**

Download Unity Hub (<https://unity3d.com/get-unity/download>)

In Unity Hub, navigate to Installs, click “ADD”->patch releases->Unity 2019.4.28f. Download it.

**Setting up the project**

Download the latest version of blender at https://www.blender.org/download/. This is required for some assets to work and must be installed before the project is opened in unity for best results.

Download all project files from github (<https://github.com/JacobLove1/ScareCO.git>) and place them in an empty file your choice. VRTK is included in the download, but if the project fails you may want to reinstall it here <https://vrtoolkit.readme.io/>.

In Unity Hub, navigate to Projects. Click “ADD”, navigate to the file you placed the project in, click “select folder”

In Unity Hub, change the Unity version to Unity 2019.4.28f1 if necessary. Select the modules for Android, and for your computer type as additional installs.

Launch the project, installing/updating any unity packages when prompted

The project should now be loaded in and functional. To view each part, navigate to the “Scenes” folder under assets. “ScareCoOffices” is the main scene

**Running the project**

In unity, the top two objects in the ScareCoOffices hierarchy are “CameraRigs.SpacialSimulator” and “CameraRigs.UnityXR” that may need to be changed. **“CameraRigs.SpacialSimulator” and “CameraRigs.UnityXR” should never be on at the same time!**

**If you are running the VR simulator,** “CameraRigs.SpacialSimulator” must be on (click on it in the hierarchy and make sure the first box is checked in the inspector) and “CameraRigs.UnityXR” must be off (click on it in the hierarchy and make sure the first box is unchecked in the inspector).

You can then press play in the top and run the project on your computer.

**If you are importing to a headset** “CameraRigs.UnityXR” must be on (click on it in the hierarchy and make sure the first box is checked in the inspector) and “CameraRigs.SpacialSimulator” must be off (click on it in the hierarchy and make sure the first box is unchecked in the inspector).

To port the project to a headset, plug your headset into your computer and ensure you can import files to the headset from the computer (this may require connection confirmation in your headset, developer features to be enabled, USB debugging to be enabled or other developer features depending on the headset and its settings. Look up “how to install third party apps” for your headset for details).

In unity, navigate to File->build settings

Select android

Select “Build and Run”

These steps may vary slightly depending on your unity version and headset.