Hello and thank you for agreeing to test my final year project artefact.

This is a quick introduction video which should give you all the information necessary to test the game. You can think of this as the games tutorial.

Lets begin.

First of all this project uses etee controllers, which are controllers intended for vr but can also be used in nonimmersive projects like this one. The devices are able to record the orientation data along with capacitive information for each of your fingers and thumb. There is also a trackpad on the top of the remote which is useful for navigating menus.

For this pilot study test you will be required to use just one remote. To correctly hold the remote take the remote that corresponds to your dominant hand and attach the remote to your hand like so.

Next the remote will be quickly calibrated you will just need to follow the prompts on screen.

When the game is loaded up you will see the following main menu screen. You can navigate this main menu by swiping up and down on the trackpad. For this pilot test you will be playing the single player mode which is selected by default.

Squeeze the remote to enter the game in single player mode.

Once entered into the game you will see your player character horizontally centered in the screen and below them is an arrow. At the top of the screen you will see how much time there is remaining. This starts at 4 minutes and the game ends when the counter reaches zero. At the bottom left of your screen you will see how many fish have been caught. Your goal is to get this number as high as you can within the timespan.

The game is split into two main phrases. The first stage is tracking a ripple in the water. The arrow underneath the player shows where the player is facing and the color denotes how much they are looking at a ripple on a scale from red to green. In this section you must track any ripple for an amount of time denoted by this number next to the player character.

You can change ripples at any point as long as you don’t stray too far from a ripple the timer will not be restarted. To look around you rotate your forearm. To look left pronate your forearm and to look right supinate your forearm.

The controllers can experience some gyro drift and your character may rotate while you are not rotating your arm causing you to be unable to rotate your character to its full range of motion.

If this occurs hold your arm in a neutral position which your hand open and with your thumb not touching the track pad. Double click the button underneath the controller. Then perform a pinch click on the controller to reset your character. A pinch click is performed by placing your thumb on the track pad and pulling with your index finger. You should feel a slight vibration from the controller and your character will reset its orientation to be looking straight forwards. You should now be able to rotate the character along its full range of motion.

Once you have tracked a ripple for enough time you will enter the second stage of the game which will require you to raise and lower your arm from your shoulder.

You will see an arrow which represents how high your arm is raised. Point the arrow at each box and wait for them to turn green.

Finally fully raise your arm and then lower your arm to catch the fish. You will then see your score increase by one and you can repeat the process to see how many fish you can catch.

Once you have finished the game you will be taken to the following end screen where you will see your score.