Welcome to developing for Unity on the Oculus Go! These documents have been created by Kathrine von Friedl and Krishn Kiran Joshi Ray. We are former co-ops of the Ideas Clinic (Winter 2019). We believe that these tutorials will save you a lot of time and give you a jump start to Unity so you can start making great projects. If you are experiencing difficulty following any of the instructions, you can contact us at our Waterloo emails [kevonfri@edu.uwaterloo.ca](mailto:kevonfri@edu.uwaterloo.ca) & [kkjray@edu.uwaterloo.ca](mailto:kkjray@edu.uwaterloo.ca) .

Lets begin.

USE UNITY 2018.2!!!!!!!!

UNITY 2018.3 IS NOT SUPPORTED BY OCULUS INTEGRATION AND VRTK!!!!!

(As of Feb. 2019)

DOWNLOAD BUT DO NOT INSTALL

* [Unity 2018.2](https://unity3d.com/get-unity/download/archive)
* [Android Studio](https://developer.android.com/studio/)
* [ADB Drivers](https://androiddatahost.com/293a2?fbclid=IwAR1e_AJDoWXGRjiT_lluqwjkz9SJehjkBC9zsjZno4geB_zXmHbjMoZQkjc)
* [VRTK](https://github.com/thestonefox/VRTK)

Once you have the installers for Unity, Android studio, and the ADB Drivers downloaded, (and the zip file for VRTK), follow this tutorial:

NOTE: ONLY FOLLOW THE SETUP INSTRUCTIONS -- DO NOT FOLLOW THE SCENE CREATION. WE ARE NOT SURE WHY, BUT THE INSTRUCTIONS DID NOT WORK FOR US. WE HAVE WORKING INSTRUCTIONS FOR THE OTHER PARTS OF UNITY.

[Setup Tutorial](https://www.youtube.com/watch?v=LSypZfOChYE)

Things to make sure of when you are building your scene for the first time:

* You are building for android (File → build settings)
  + Pick Android and click switch platform
  + Change build system from gradle to internal (Note: if internal is deprecated you may need to download and install gradle but continue using internal)
  + Click development build
* VR Support is enabled (File → build settings → player settings)
  + Or (Edit → Project Settings → player)
  + → XR Settings
    - Enable vr support and add the Oculus SDK
* You have the correct product / company names (File → build settings → player settings)
  + Or (Edit → Project Settings → player)
  + At the top: Company Name and product Name
  + We have been using UWIdeasClinic, but feel free to choose your own company name
  + Come up with a name for your product
  + → Other Settings
  + For Package Name: com.CompanyName.ProductName
* You Have the Correct API Level (File → build settings → player settings→ Other Settings)
  + Change minimum API Level to Android 5.0 ‘Lollipop’ (API level 21)