

# **XVR Project**

## **VAR-MIRI, Q1 2016-2017**

---

**Luis Delicado**  
**Miguel Ángel Élez-Villarroel**  
**Guillermo Ojeda Noda**

### **Description:**

This project is a game where we are trapped in a dark room and we want to investigate the surroundings. We can interact with the objects of the environment in diverse ways to help us do it.

### **How to:**

To move ourselves, we use the arrow keys or the WASD keys, and to rotate the camera, we use the mouse, moving it to our desire. The objects that are highlighted when we center the camera on top of them can be selected using the left click of the mouse. Once we have one of them selected, we can move them along with the camera and, if the right click of the mouse is maintained, we can use the ASD keys to rotate locally the x, y and z axes, respectively. If we want to release the object, then we have to use the left click of the mouse again.

We can interact with four particular elements of the environment in different ways: the doors, the buttons, the flashlight and the TV.

- Doors: There are some lock and unlocked doors and we use the F key to open and close them.
- Buttons: We can turn on and off the lights using the F key to push the corresponding buttons.
- Flashlight: It can help us bring light to our game. First, we need to take it with the F key and, afterwards, if desired, we can change the intensity with the E key.
- TV: We can be entertained with this for good. We can turn it on, change channels and turn it off with the F key. It has a total of 2 channels and, even if we turn it off, the channels will continue playing in a loop until we switch to them again.