**The Moses Experience**

**Instruction Manual**

**1. Install/Setup/Run**

The Moses Experience requires an Oculus Quest 1 or 2 to play. To install content onto your Oculus Quest that’s not available on the Oculus Store and isn’t approved by Facebook, you must follow this guide to “SIDELOADING” content on Oculus Quest or Quest 2 using SideQuest.

**Guide:**

<https://www.youtube.com/watch?v=RoIXxIfRNTw>

**Equipment Required:**

* Oculus Quest 1 or 2
* A highspeed data transfer cable to connect your headset to your computer, such as this:

10ft Anker USB C to USB A Cable

https://www.amazon.ca/dp/B07G148YMS/ref=cm\_sw\_em\_r\_mt\_dp\_9GDS9N3VQ9W3DF2Y0032?\_encoding=UTF8&psc=1

**Brief description of required steps:**

Step 1 - Create A Developer Account

Enable Developer Account / Oculus Dashboard

Step 2 - Install ADB Drivers

Download Oculus ADB Drivers

Step 3 - Activate Developer Mode

Step 4 - Connect Quest To PC

Step 5 - Download & Install SideQuest

Download the latest version of SideQuest here

<https://sidequestvr.com/setup-howto>

After Installing Sidequest and having your Headset successfully connected to the computer, there will be a green circle in the top left of Sidequest program to show a successful device connection status.

The YouTube guide ends here. Instead, now follow this tutorial for loading the APK onto your headset.

**Tutorial:** https://learn.adafruit.com/sideloading-on-oculus-quest/install-and-use-sidequest

Step 6 – Load the Moses Experience APK into the headset

A screenshot of a computer screen

Description automatically generated with medium confidence

Click the icon with the downwards arrow within the Sidequest program. Then, locate the Moses Experience APK and select it. This will load it onto the headset.

Step 7- Launch a sideloaded .apk file on your Quest

From your Quest headset, go to Library -> Unknown Sources

Click the app you want to launch from the list on the right

Graphical user interface, application

Description automatically generated

**2. Navigation in the Environment**

* When you first load into the game, you will find yourself in the desert, next to the Red Sea
* Look down and grab the staff off the ground by holding the middle finger trigger button.
* The staff will then snap into position on your hand. Walk forwards to the edge of the water. There will be a white cylinder sticking out of the sand by the edge of the water. Tap the staff to this cylindrical object, and it will make the Red Sea split, as the water level falls to clear a path (The staff must make contact with the cylinder for this to function).
* Walk down the path and admire the various models. There will be many forms of sea creatures swimming in the water, and some other sea life and objects lining the sea floor where there is no longer water.
* Many of the objects will be interactable—try to grab them with your hands. You will be able to throw these objects. They have rigid body colliders, so if thrown at another object, a collision will occur.

**3. Improvements since Usability Test**

* Rescaled the models
* Added more models
* Added sound effects and music
* Added effect to split the sea
* Fixed the collision glitch where objects would collide with player and sent them flying
* Added Moses’ hands into the game to give better perspective when interacting with objects
* Added the ability to grab objects
* Made fish swim using pathing system
* (Made a menu with in-game instructions—may not be in final version)