

Jose Grijalva

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SER 401 Fall 2024

Task #134 of US #114 Documentation

- This task will be just a recording of a playtest of my VR controller implementation through the 2nd Mars site scene created by Estevan, to demonstrate the basic functionalities of the controls, which will be uploaded to my private YouTube channel(Jose) for the URL to be shared here. There will also be documentation of everything(typed in this Google Docs) in the playtest recording to point out some of the key things to take away from the playtesting.
- Video URL: <https://youtu.be/lQpczKE3q-g?si=Z7grTVzfQOgVlgQN>
- Key takeaways from the playtest recording:
 - The head movement of the camera works as intended as you can turn or go up and down.
 - The continuous walking/running movement functions well.
 - The item-grabbing interaction works fine at its current basic level but can improve with more thorough planning and research on Unity's VR components in future sprints after Sprint 5 or next semester in SER 402.
 - The VR hands lack animation when grabbing an item but is currently being planned to be worked on in the next Sprint.
 - When walking around in VR, it is shown that the VR User is actually walking on a Mars terrain accordingly(with the small hills and pit craters).

- Some considerations after looking into the takeaways:
 - ❖ Perhaps spend some time looking into the collider adjustments for the VR Hands and the grabbable objects to figure out how to maintain fully functional grabbing functionalities without compromising too much immersion or realistic feel of grabbing an item from Mars.
 - ❖ For now, focusing entirely on working on the gripping hand animation for grabbing an item.