

Class: Approach to Interaction Design & Implementation in VR

LightSaberInteraction

Scene 1 – Beginner Level: Create a simple light saber interaction without using any code. Utilize Unity-exposed functions, including XR (Extended Reality) grab interactables, Unity events, audio sources, and enabling/disabling objects.

Scene 2 – Intermediate Level: Recreate the same functionality from Level 1 but with the use of scripts instead of Unity events. Emphasize the benefits of scalability and maintainability while gently introducing scripting. Specifically, start with private, public, and serialized field variables, accessing components, and functions.

Scene 3-Advanced Level: Use coding not only to improve maintainability further but also to build more complex interactions that are only possible through coding. Refactor the code, add a resizing animation to the laser using the update function, access movement data from the controller, and register to XR interactable events through code.