

Name: Nidhi Singh

UID: 23BCS80101

## Virtual Reality Tours

Code

ImmersiveExperienceManager.cs

```
using UnityEngine;
```

```
public class ImmersiveExperienceManager : MonoBehaviour
```

```
{
```

```
    [Header("360° View Settings")]
```

```
    public GameObject destinationSphere; // Sphere with a 360° texture  
    applied
```

```
    public Transform userPosition; // The position of the user in the VR  
    environment
```

```
    [Header("Hotspots")]
```

```
    public GameObject[] hotspots; // Interactive points of interest
```

```
    [Header("Audio Guide")]
```

```
public AudioSource audioGuide; // Audio source for the guide  
narration
```

```
private bool isAudioPlaying = false;
```

```
void Start()
```

```
{  
    // Activate the 360° environment  
    ActivateEnvironment();  
}
```

```
public void ActivateEnvironment()
```

```
{  
    // Ensure the 360° sphere and hotspots are visible  
    destinationSphere.SetActive(true);  
    foreach (var hotspot in hotspots)  
    {  
        hotspot.SetActive(true);  
    }  
}
```

```
public void OnHotspotClicked(GameObject hotspot)
{
    // Trigger actions when a hotspot is clicked
    Debug.Log($"Hotspot clicked: {hotspot.name}");

    // Play audio narration if available
    if (hotspot.TryGetComponent(out HotspotData hotspotData) &&
        hotspotData.audioClip != null)
    {
        PlayAudio(hotspotData.audioClip);
    }
}

public void PlayAudio(AudioClip clip)
{
    if (isAudioPlaying)
    {
        audioGuide.Stop();
    }

    audioGuide.clip = clip;
```

```
        audioGuide.Play();  
        isAudioPlaying = true;  
    }  
  
    public void StopAudio()  
    {  
        audioGuide.Stop();  
        isAudioPlaying = false;  
    }  
}
```