

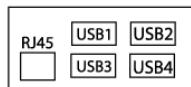
Holothieves

What is it ?

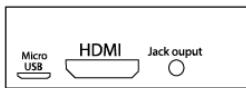
Holothieves is an Escape Game combining mixed reality and connected electronic components aka IoT. It's a game for two players where one has an HoloLens headset and the other has a cell phone and must interact with the electronics. Both players are hackers on a mission to download confidential data from a bank in total discretion.

Client installation section

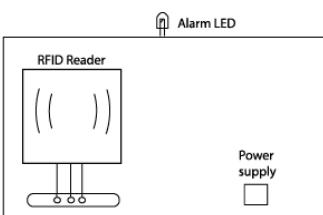
Front of the server



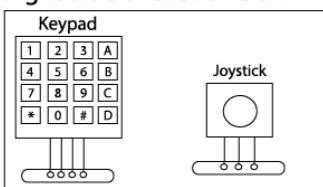
Left side of the server



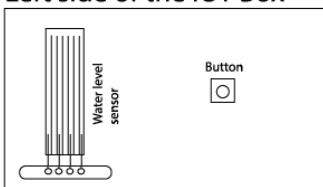
Front of the IOT Box



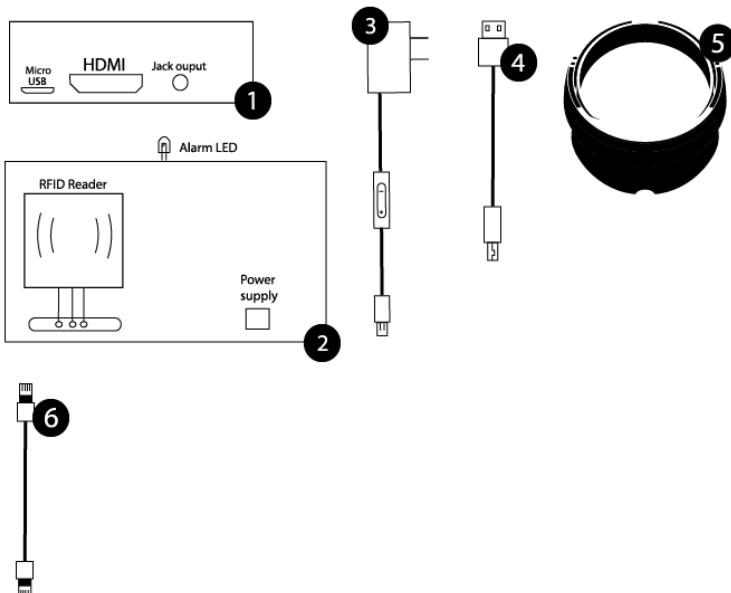
Right side of the IOT Box



Left side of the IOT Box



Content of the package

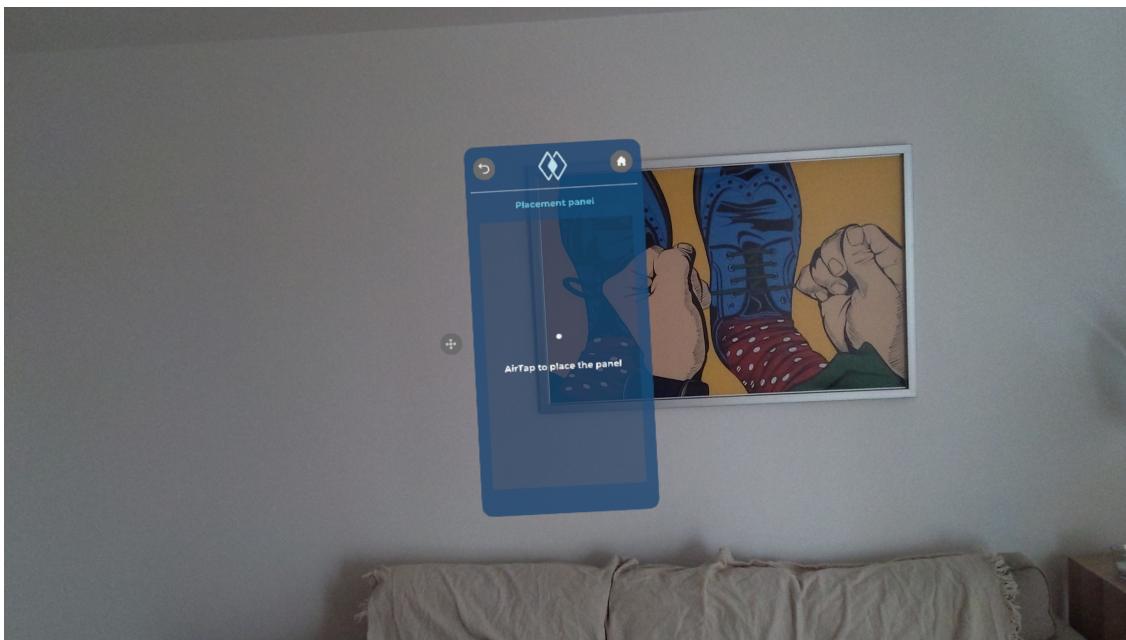


IOT & Server section

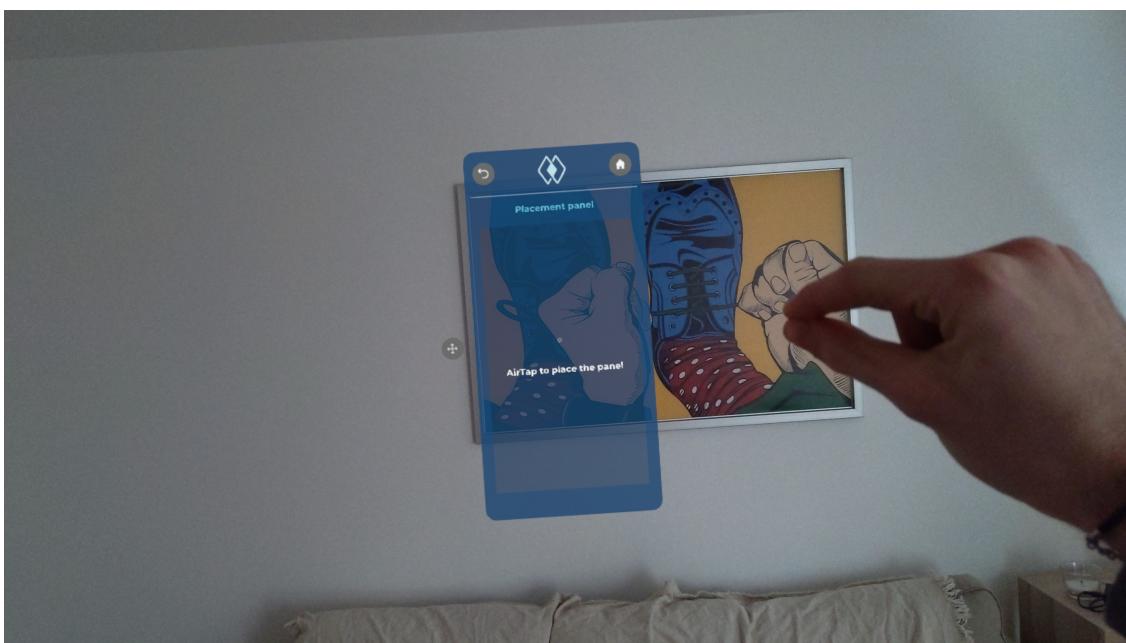
1. Plug in the power source of the server (1) using the micro USB alimentation cable (3)
2. Connect the IOT Box to the server using USB cable (4)

HoloLens 2 section

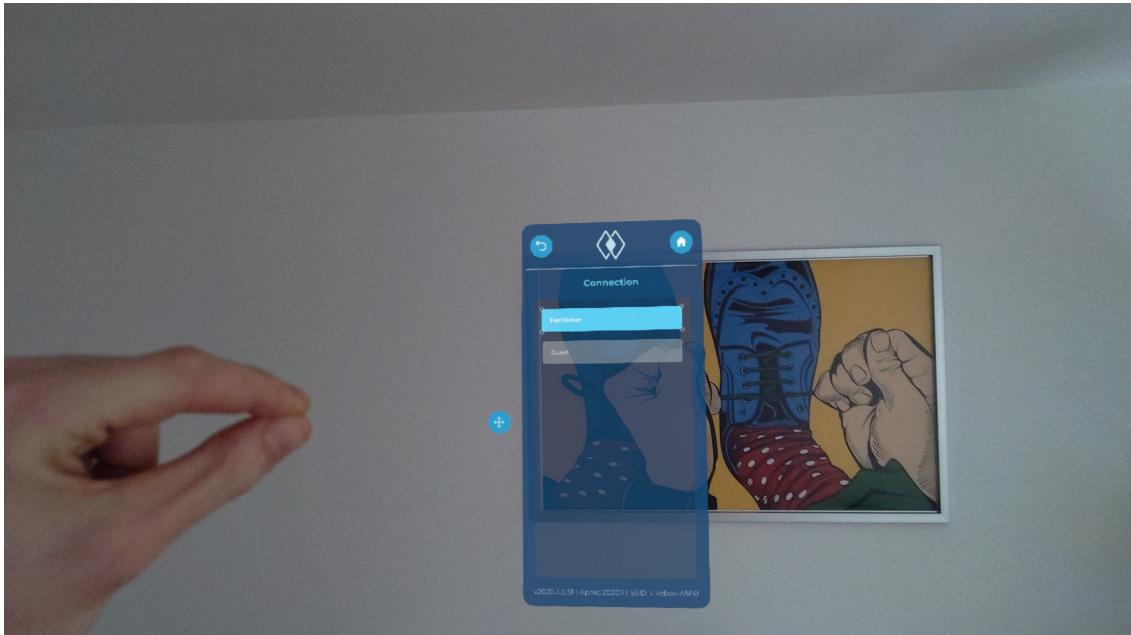
- Launch HoloScene
- Place the control panel on empty place (where it won't bother you or the player)



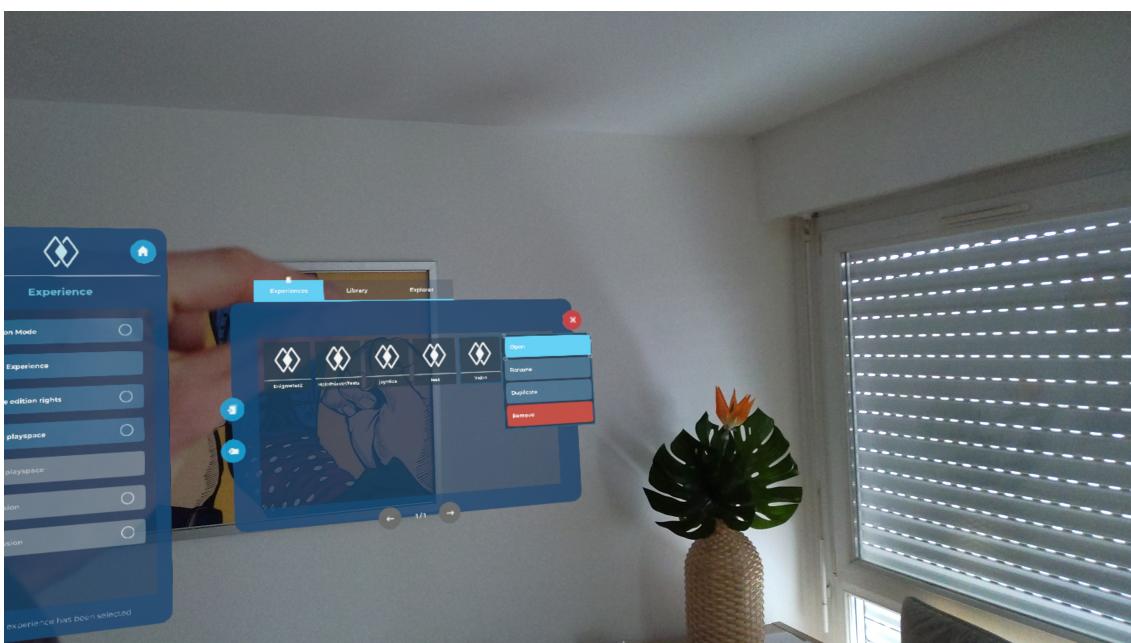
- Validate using the **air-tap** gesture (closing your thumb and index, like in the picture)



- Select the facilitator role to able to move the object in the scene



- Place the left and right anchors to allow the headset to scan the place
- Confirm the anchors placement
- Import the "Holothieves" experience in the environment

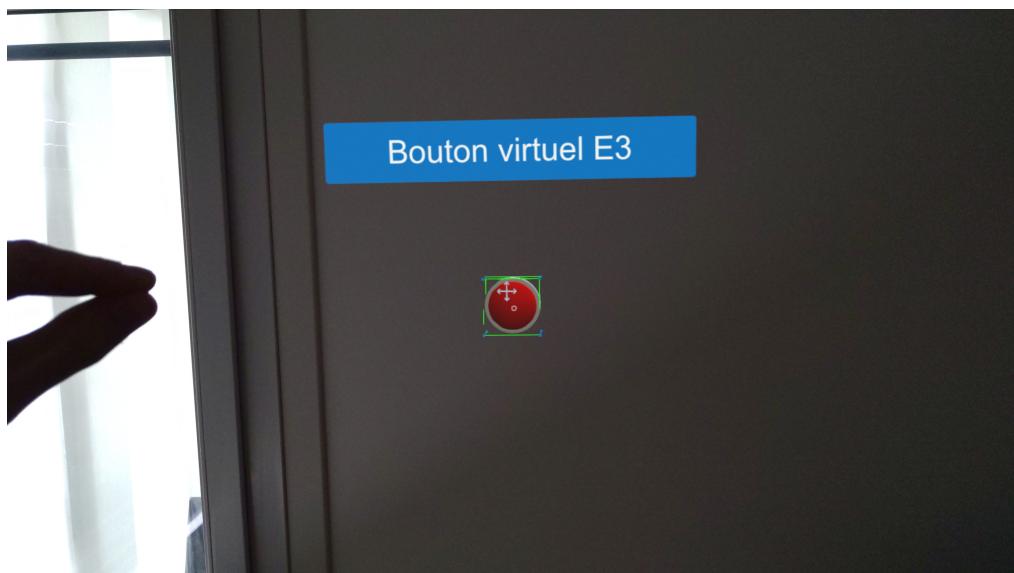


Ready to play ?

1. Launching a game
 - Using HoloScene editor change the location of the different assets to fit the size and shape of your room
 - you can rotate the objects as follow :



- you also can move the objects in the room as follow :



- Launching the IOT server :

1. **Using display and keyboard (not in the pack) :**

- Connect display using HDMI port of the server
- Connect keyboard using one the USB port of the server
- Log into the server by default user is '**pi**' and password '**root**', you'll be able to change that after
- Connect the server to your network
- Then launch the server by going to the server location '**/Documents/Holothieves/Server/**' and type :

```
:> python serverTCP.py
```

2. **Using SSH connection :**

- Connect the server to your network using RJ45 cable (**6**)
- Go to your router specific interface (usually 192.168.0.1, more information here : https://www.gentside.com/informatique/routeur-comment-acceder-a-une-box-interne-19216801_art97439.html) and get the IP address of the server
- Then connect to the server using SSH :

```
:> ssh pi@your.server.ip.adress
```

by default the password would be '**root**', you should change that password and put a stronger one.

- Then launch the server by going to the server location '**/Documents/Holothieves/Server/**' and type :

```
:> python serverTCP.py
```

READY TO GO ! Enjoy :)