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Then: Project: Written Documentation

For the Project I made use of Multiple Tutorials as well as LIbraries in order to get something with unity integration.

The main Libraries I Used were the WRMHL (https://github.com/relativty/wrmhl) and SparkFun 9DoF (https://github.com/sparkfun/SparkFun_LSM9DS1_Arduino_Library) Libraries. I also tried to make use of the Arduino Serial Command (https://github.com/scogswell/ArduinoSerialCommand Steven Cogswell) Library during one of the tutorials (https://www.alanzucconi.com/2015/10/07/how-to-integrate-arduino-with-unity/) but wasn't able to make as much use of it as I hoped. For the Unity Side of Things, just for Basic testing I used the default 3rd Person Character Controller asset, though I had Originally planned on making a far more unique character model and level, These are Ideas I plan on transferring on to the larger ongoing version of this project I am pursuing with additional Aid.

The original Plush set up did not end up working as intended, as such I decided to build a secondary circuit on a breadboard in order to display how it works. This version of the Breadboard is different from the original one used for testing the parts individually, and the Arduino code is also edited and built differently to work with regular buttons and Arduino as opposed to the Lilypad and Band/Press Sensors. The Gyro controls are also removed due to further testing being necessary to find out why the 9DoF stopped working as intended.

I ran Into some additional problems when redoing the code for the test, so the Documentation video is more a proof of concept than actual working version sadly. It displays how each part would have worked.