**STARTING INSTRUCTION**

1. Download googleVrSDK
2. Add GVREditorEmulator in the scene from googlevr🡪preffabs🡪 gvrEditorEmulator
3. Add gvrreticle as child of camera from googlevr🡪prefabs🡪cardboard🡪gvrreticle
4. Make main camera child of player gameobject
5. Set the camera and reticle position to 0,0,0
6. Add GvrEventSystem to the scene

**Sound effect:**

1. Download the soundsdk
2. Asset🡪import package🡪 resonanceaudioforunity
3. Edit🡪project settings🡪audio🡪spatializer plugin 🡪resonance audio
4. Edit🡪project settings🡪audio🡪ambisonic decoder 🡪resonance audio
5. Add an audio source to the player
6. Put the footstep sound in audio clip
7. Set the **Output** audio mixer group to the **Master** bus of the **ResonanceAudioMixer**.
8. Set the **Spatial Blend** slider to **3D**.
9. Enable **Spatialize** checkbox. Note that, this checkbox is only visible when you've configured your project to use the Resonance Audio spatializer plugin.
10. Enable **Spatialize Post Effects** to insert the spatializer effect after effect filters.
11. Add a new ResonanceAudioSource component to a game object that you want to use as a sound source. A Unity AudioSource component is added automatically to the game object if it does not already have one.