

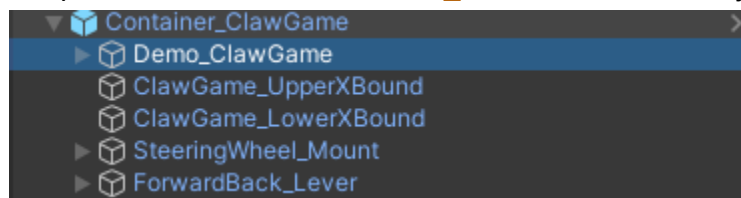
Claw Game Demo - Documentation

The most up to date version of [this document can be found here](#).

- This document contains documentation for the 'Claw Game Demo' provided with 'Drive In VR'. It is primarily to describe how the claw game is implemented.
- The claw game only uses 1 custom script **ClawGameManager.cs** that is responsible for carrying out all of the claw games functions. Read through the source code for information on how this is done.

- **How does the claw move left and right?**

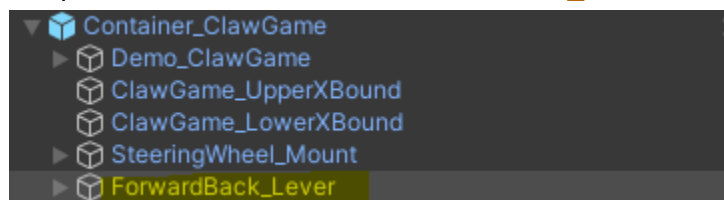
- To move left and right the claw makes use of a **VehicleHandRelativeSteering** component attached to the '**Demo_ClawGame**' GameObject.



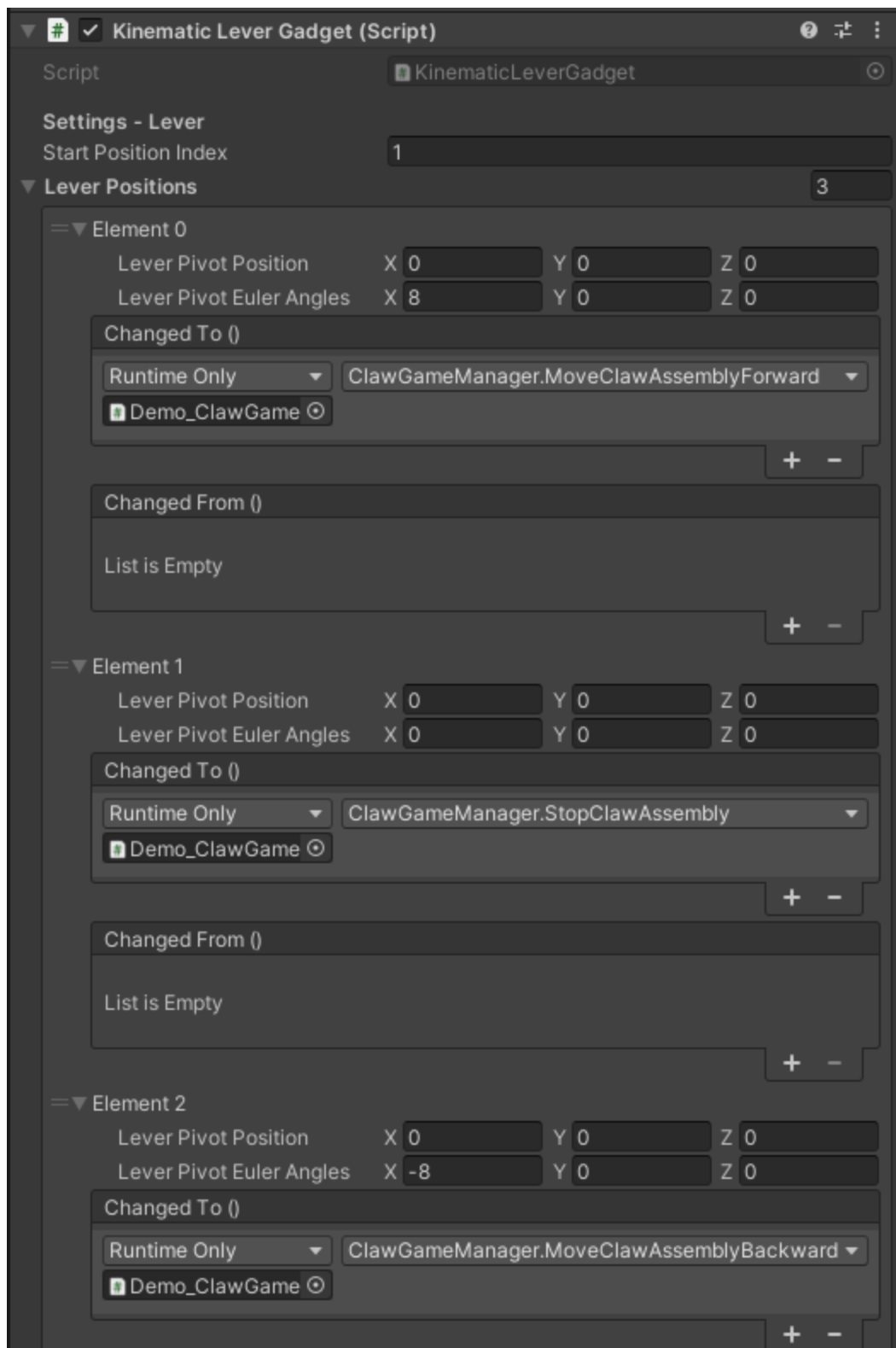
- The code that actually moves the claw can be found in **ClawGameManager.cs** it uses '**VehicleHandRelativeSteering.SteeringAngleMultiplier**' to determine which direction to move the claw in, and the speed to move the claw at.

- **How does the claw assembly move forwards and backwards?**

- To move the claw assembly forwards and backwards a **KinematicLeverGadget** component is attached to the '**ForwardBack_Lever**' GameObject.



- The **ClawGameManager.cs** script includes the following public methods that are used by Unity editor events in the **KinematicLeverGadget** component 'lever position entries' array to move the claw assembly.
 - Check out the Inspector for the **KinematicLeverGadget** to see how this is implemented.



A screenshot showing the 'Inspector' pane for the KinematicLeverGadget component that drives the claw assembly.