

# Virtual Reality, Spring 2018

## Final Project Report

DUE DATE: June 26, 2018

B03902129 資工四 陳鵬宇

## MonsterGo

A VR game built with Unity.

## Getting Started

I use Unity to build this project.

To keep things as tiny as possible, I didn't include all files in this repo, but you can still build them step by step.

After cloning this repo, open the project with Unity. It'll import some necessary files.

Then navigate to Assets/DataFiles/Scenes, you can preview the game with different scenes here.

## Dependencies

The setup in my computer:

|                            |                                       |
|----------------------------|---------------------------------------|
| Unity Hub                  | Version 0.17.1                        |
| Unity                      | Version 2018.1.3f1 Personal           |
| GVR SDK for Unity v1.130.1 | GoogleVRForUnity_1.130.1.unitypackage |
| macOS High Sierra          | Version 10.13.5                       |
| Xcode                      | Version 9.3 (9E145)                   |

## Build Settings

After cloning this repo, select File > Build Settings in the top bar.

Then choose the Platform you want to run and press Switch Platform. It'll take some time to import the assets. Here I use iOS as example.

Also, make sure that the order of **Scenes In Build** in the Build Settings as follows:

|                             |   |
|-----------------------------|---|
| DataFiles/Scenes/MainScene  | 0 |
| DataFiles/Scenes/DayScene   | 1 |
| DataFiles/Scenes/NightScene | 2 |
| DataFiles/Scenes/EndScene   | 3 |

Then click the Player Settings.

In Settings for iOS -> Orientation -> Default Orientation\*, select Landscape Left.

Otherwise, it'll cause unexpected behavior in your iPhone! (I haven't tested the behavior on Android Platform.)

## Running the app

In the top bar, select Build & Run and press the Build And Run button in the bottom right, then save the project to any name you want.

Unity will then open the Xcode automatically, and make sure to choose the Team option (Here I choose Personal Team) in the Signing field.

Have fun with the MonsterGo!

## Scripts Description

There are three scenes in default:

- MainScene: main menu
- DayScene: day mode
- NightScene: night mode