Read Me

**Scene Overview:**

The scene called “Menu Room” is the initial scene that contains the starting point for the final prototype. If the tester chooses to proceed to the workout room, that portion of the final prototype is in the scene called “Main Room”. If the tester wishes to view the records room, that portion is in the scene called “Record”. The prototype primarily employs Timed Gaze Pointer Manipulation, Floating 2D Menus, and Touch Screen System Control as its interaction techniques. Essentially, with the tester using their android phone as a VR display, they look around at menu items. After a few seconds of using the Gaze pointer to hover over buttons on the Floating 2D Menus, the action associated with the menu button will be enacted, allowing this to be a phone only application. In some button actions, Touch input is required to activate other features, such as calibration of head rotation. The user must touch their screen in order to continue the chain of events. Other than the phone, there are no other major equipment requirements, the prototype only needing a small amount of space to perform basic sit ups while in position. The “Main Room” scene has a Workout Trainer that can be interacted with using a Floating 2D menu. The “Record” scene has a Floating 2D menu that allows you to view saved data of exercises on your device that persists between sessions. Instructions will appear depending on your button selection, with the tutorial button in “Menu Room” explaining how to use the application.

**To Install:**

1. Find an Android device with Google Cardboard support and 50 MB of free space.
2. Install the .apk file on the Android device.
3. Launch the newly installed app and place the Android device in your VR headset.