

## Project Collection



Open Source  
Repositories

Tags & Topics



Unity-based  
Projects

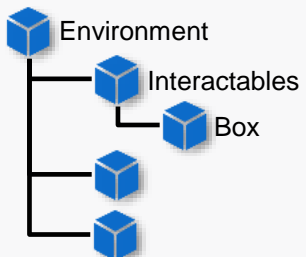
Manifest Validation  
& Manual Check



Quality Unity-based  
VR Projects

## Preliminary Analysis

Hierarchy Analysis



Game Logic Code &  
Third Plugin Analysis



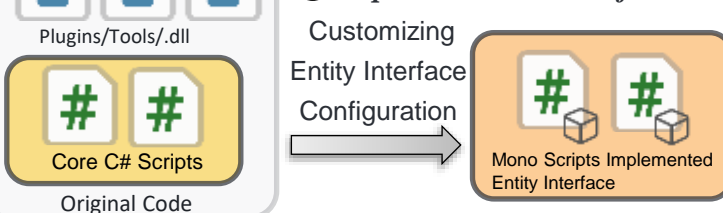
Feature Extraction

## VRExplorer Test

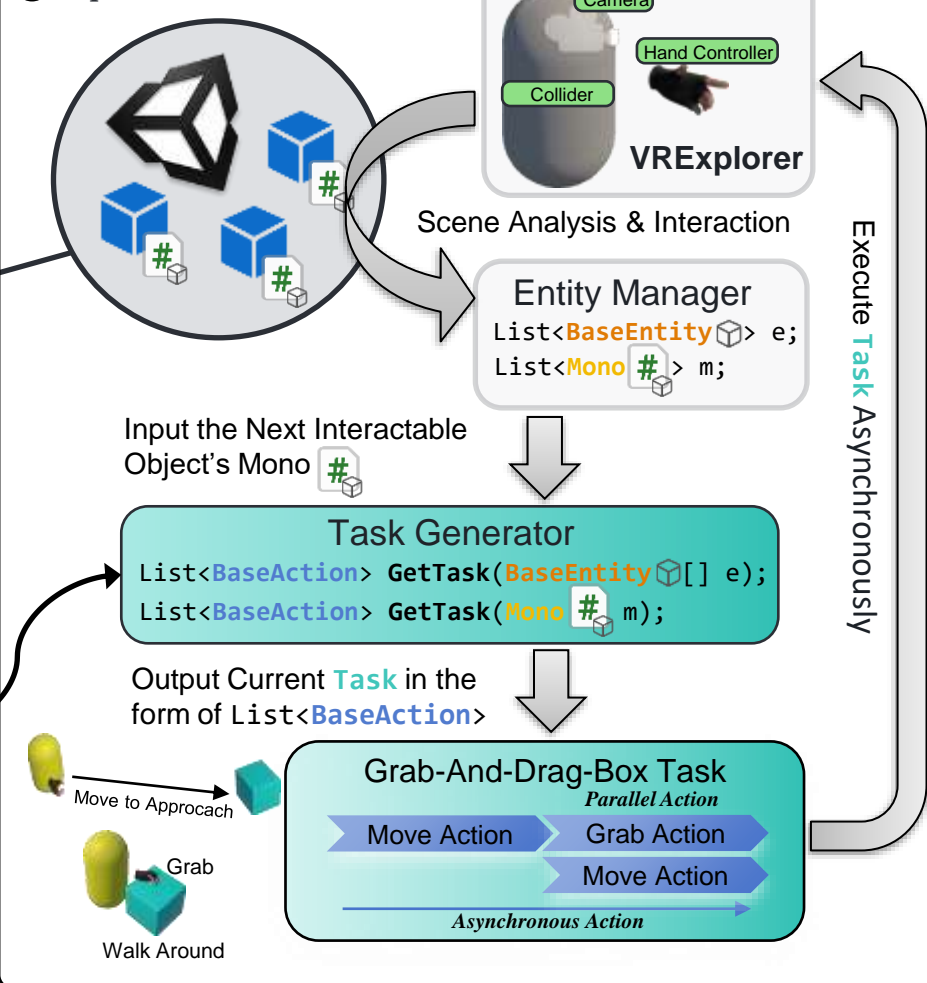
### 1 Preliminary Scene Configuration



### 2 Implementation Interface



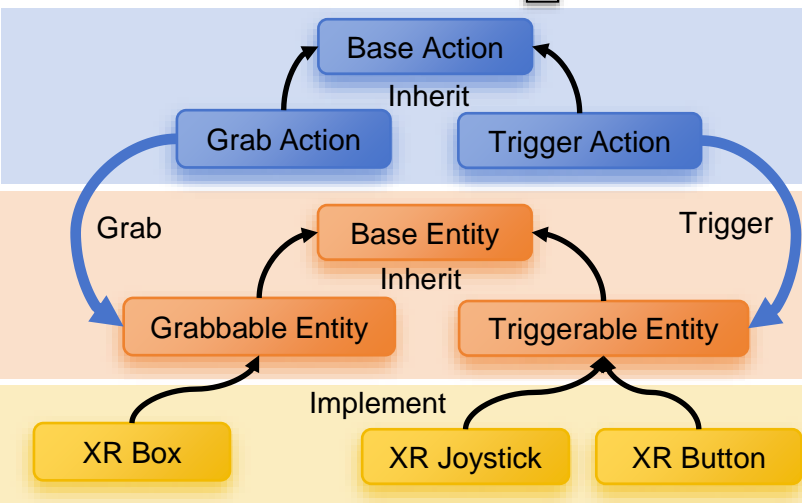
### 3 Exploration and Interaction



## EAT Framework

Pre-defined & Customized Task Model

Parallel and serial combinations



### EAT Framework

Task Layer  
Action Layer  
Entity Layer  
Mono Layer



C# Scripts File



Entity Interface



GameObjects



Unity Scene



Third Plugin / .dll / Third Assembly