

Project Collection



Open Source
Repositories

Tags & Topics



Unity-based
Projects

Manifest Validation
& Manual Check



Quality Unity-based
VR Projects

VRExplorer Test

1 Preliminary Scene Configuration



Bake NavMesh



Scene with NavMesh



Plugins/Tools/.dll

2 Implementation Interface

Customizing
Entity Interface
Configuration



Core C# Scripts

Original Code

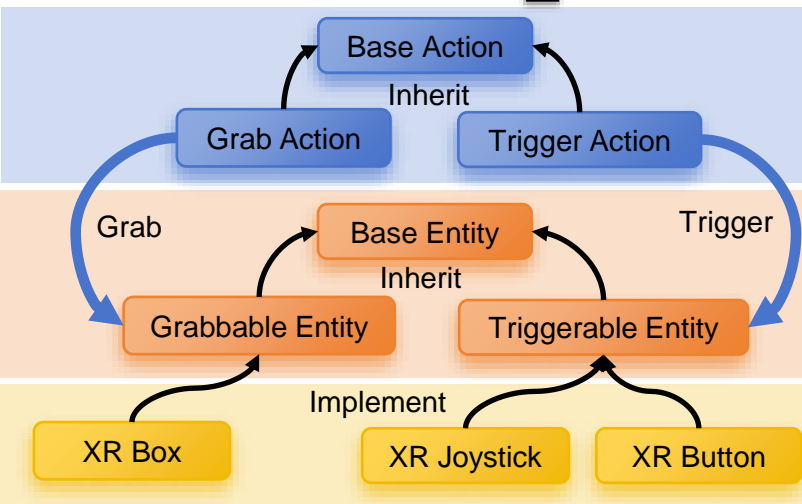


Mono Scripts Implemented
Entity Interface

EAT Framework

Pre-defined & Customized Task Model

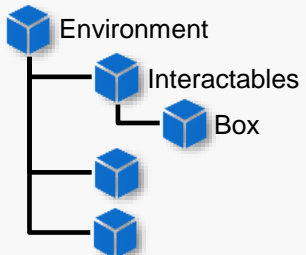
Parallel and serial combinations



Feature Extraction

Project Analysis

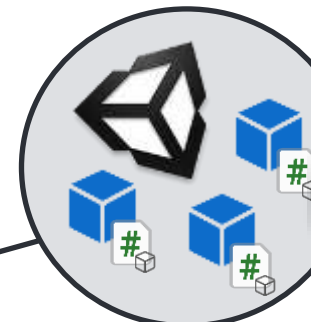
Hierarchy Analysis



Game Logic Code &
Third Plugin Analysis



3 Exploration and Interaction



Scene Analysis & Interaction

Entity Manager
`List<BaseEntity> e;`
`List<Mono #> m;`

Input the Next Interactable
Object's Mono #

Task Generator

```
List<BaseAction> GetTask(BaseEntity e[] e);  
List<BaseAction> GetTask(Mono # m);
```

Output Current Task in the
form of List<BaseAction>

Grab-And-Drag-Box Task

Parallel Action

Move Action

Grab Action

Move Action

Asynchronous Action

Execute Task Asynchronously

EAT Framework

Task Layer
Action Layer
Entity Layer
Mono Layer



C# Scripts File



Entity Interface



GameObjects



Unity Scene



Third Plugin / .dll / Third Assembly