1. Limited interactivity – widgets work, terrain does not follow
2. Slow computer
3. State actions out loud since I can’t always see what is being done
4. Bear in mind you are “in” a VR environment
5. Instructions will be displayed (shown the first 2 times the user uses the program)
6. Stream of consciousness
7. If you can use only the text instructions but I can be consulted if you are stuck
8. Your “goal” is to use each tool/option.
9. Import/Export are not implemented in this prototype
10. Filming will occur, do not let it worry you unduly
11. Colours are mostly correct FPV is too dark(printing).

To switch back to god view tap the left hand trigger again.

Landmarks will be numbered in order of creation

To create a landmark, select a location using the laser and tap the right index trigger.

Widget instructions:

* Move your right hand up and down to adjust widget height

For all other interactions the left hand will affect the side of the widget marked L while the right hand will affect the side labelled R

* Left and right movements will increase/decrease the area of effect of the widget
* Tilt your hand forward to increase the slope steepness and backwards to decrease steepness

Widget instructions:

* Move your right hand up and down to adjust widget height
* Left and right movements will increase/decrease the area of effect of the widget
* Tilt your hand forward to increase the slope steepness and backwards to decrease steepness
* Point up and rotate around the y-axis to change the slope direction