

Vr Games Dev

Missions and Campaign template

October 2020



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1. INTRODUCTION

We are very glad you decided to give us the opportunity to help you build a great game. We try to make the best technology, easy, useful and well documented. Nevertheless, we are aware everything can be improved and enhanced, so we are more than happy to receive a comment from you, so drop us a line at least to say Hi.

Best regards, GG, GL HF

Hakari

August 2020

1.1 Technical Support

You can get technical support at the following email:

unity.support@vrgamesdev.com

1.2 Online documentation

We want to keep this documentation up to date and the most detailed possible, since we cannot edit and improve a document already published, we provide the latest documentation online at the following URL:

<https://assetstore.vrgamesdev.com>

1.3 Offline documentation

You need to unzip the API.zip, there is a copy of the website for your personal use, just click the "index.html" file and it will run in a regular browser:

[_VrGamesDev/DDuA/Documentation/API.zip](#)

1.4 Demo

You can download the game from this tutorial from this URL:

<https://vrgamesdev.itch.io/ddua>



2. OVERVIEW

When you create a casual app,

Systems integration

- Remote: For easy remote configuration of the assets and scenes to download

Everything documented, code organized, well commented with first class standards. Tested in IOs, Android, Mac and Windows.

2.1 TL:DR

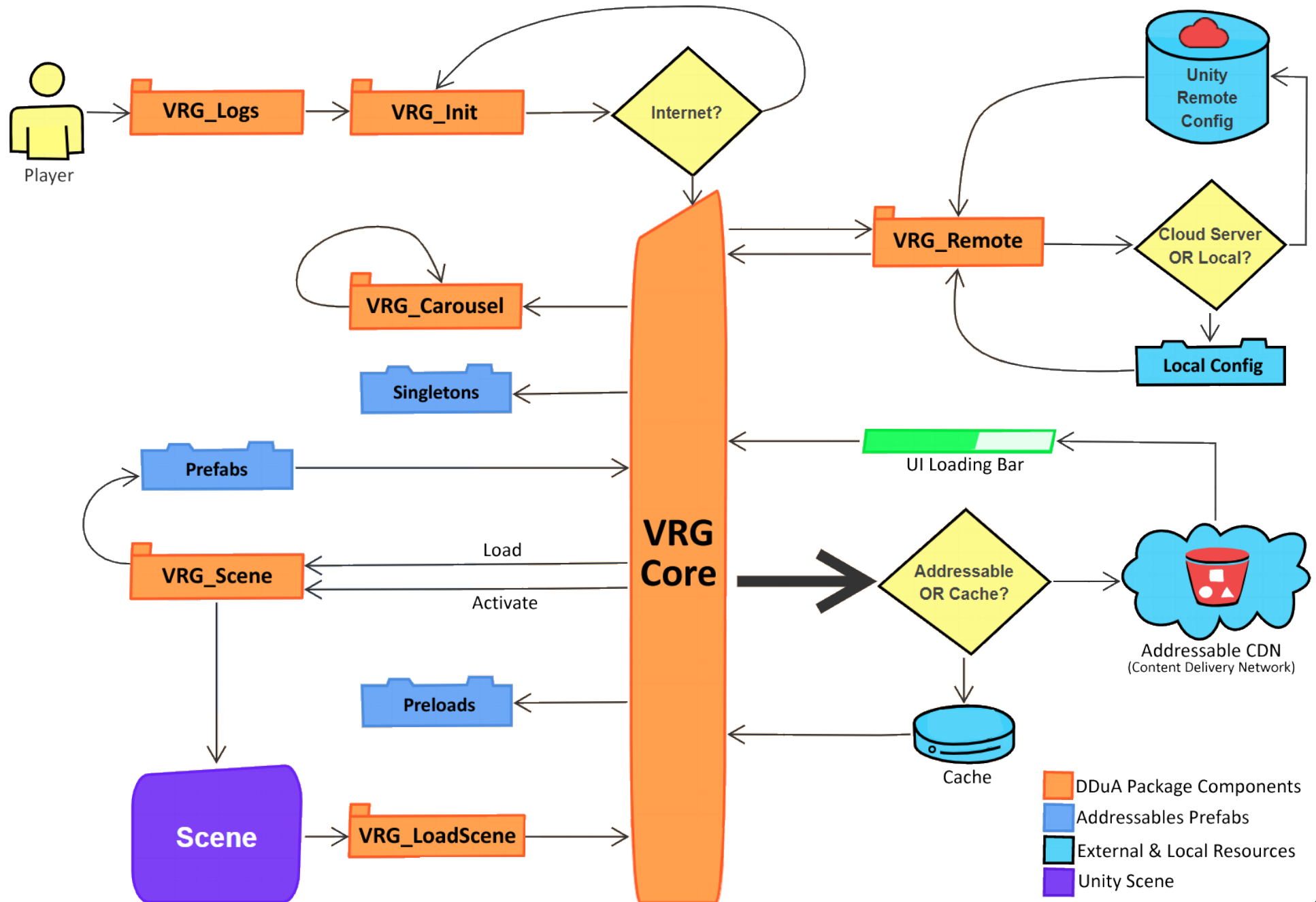
1. Download and install,
- 2.
3. Play the game and enjoy your new campaign package.

2.2 DDuA Components

- **VRG_Logs:** It allows to save events to understand and debug the asynchronous activity
- **VRG_Init:** This
- and deletes the current scene



2.3 Process Diagram





3. REQUIREMENTS TO USE DDUA

This package uses and needs you to implement the following unity technologies:

3.1 Unity Addressable Asset system

The Addressable Asset system provides an easy way to load assets by “address”. It handles asset management overhead by simplifying content pack creation and deployment.

The Addressable Asset system uses asynchronous loading to support loading from any location with any collection of dependencies. Whether you use direct references, traditional asset bundles, or Resource folders for asset management, Addressable Assets provide a simpler way to make your game more dynamic.

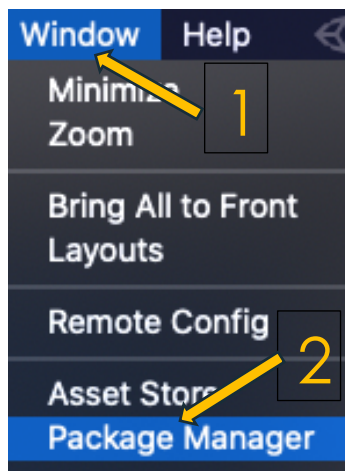
Documentation: You can read more about this module here

<https://docs.unity3d.com/Packages/com.unity.addressables@1.11/manual/index.html>

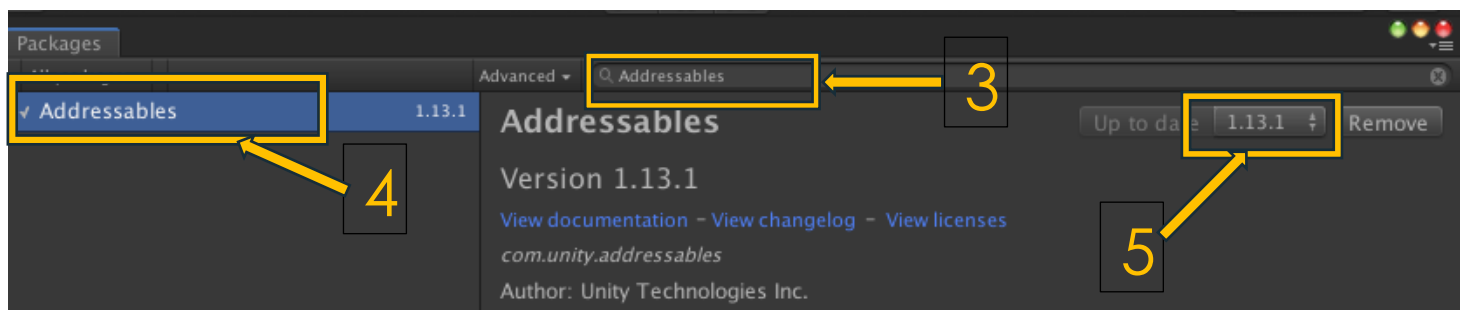
Minimum Version: 1.13.1

How to install it:

- 1) Open the **Windows** menu option
- 2) Select the option **Package Manager**



- 3) A new window will open, in the search box, Search for “**Addressables**”
- 4) Select the package “**Addressables**”
- 5) Click **Install**, the version that was tested with this package was the most recent (**1.13.1**) at the creation of this documentation.



- 6) When you finish the installation, you will have the module installed and up to date, if it is not up to date, click the update button
- 7) The name will



- 1) add a "VRG_Scene" prefab to the hierarchy, the prefab is in (Assets/_VrGamesDev/DDuA/Prefabs/Common/) folder.
- 2) Configure the **VRG_Scene** prefab added, set the Scene that contains the **VRG_Init** prefab as "**Main**"
- 3) Play the game, Enjoy!

