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Instruction Manual

The controls for the game are Oculus Quest Controls. It uses most of the default controls as well as one custom control.

Since it is a VR game, I am unable to add all of the necessary packages to the exports in order to run it on another machine. The packages needed are new input system, XR Interaction Toolkit with the starter assets, and XR plugin Management with Oculus set to checked for both android and windows,

Controls

Y/B button – These buttons on the controllers control the player movement. Pressing one of them will add a force to the player in the direction the corresponding controller is pointed in.

Triggers – One of VR's default controls. If the player presses in the trigger it will activate the button the controller is pointing to. If there is no button then nothing is done.

Right joystick – Another one of VR's default controls. Moving the right joystick either left or right will activate the snap turn feature. Which will allow the player to turn in the direction the joystick went without needing to turn their head.

Link to video and project files:

https://drive.google.com/drive/folders/1s7VU6HDa46G9Uv5FGiBT2LocxE23_owk?usp=sharing