
Leap VR Castle Defense

User Guide

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Last Updated: May 27, 2015

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1 Introduction

This project was created using the following versions. Previous versions of runtime environments are outdated and will not suffice. Updates will be required.

- Unity 5.0.1f1
- Oculus Runtime 0.6.0.0-beta
- Leap Motion 2.2.5
- Leap Motion Core Assets 2.2.4

2 Software Requirements

2.1 Windows

1. Download and install the Oculus Runtime for Windows at <https://developer.oculus.com/downloads/>.
2. Download and install the Leap Motion Setup for Windows at <https://www.leapmotion.com/setup>.
3. Download and install the Unity 5 engine for Windows at <https://unity3d.com/get-unity/download>.

2.2 OSX

1. Download and install the Oculus Runtime for OSX at <https://developer.oculus.com/downloads/>.
2. Download and install the Leap Motion Setup for OSX at <https://www.leapmotion.com/setup>.
3. Download and install the Unity 5 engine for OSX at <https://unity3d.com/get-unity/download>.

2.3 Linux

1. Download and install the Oculus Runtime for Linux at <https://developer.oculus.com/downloads/>.
2. Download and install the Leap Motion Setup for Linux at <https://www.leapmotion.com/setup>.
3. Download and install the Unity 5 engine for Linux at <https://unity3d.com/get-unity/download>.

3 Game Installation

No installation required. The Unity system behaves very similarly to Java. The Unity runtime environment acts like the Java Virtual Machine so installation of the game engine will suffice.

4 Gameplay

1. First, make sure that both the Oculus Rift and the Leap Motion device are on and connected to your computer.
2. To run the game, start by executing `LeapVRCastleDefense_DirectToRift.exe`.
3. Put on the Oculus Rift.
4. A game menu will appear. Move your hands in front of the Leap Motion device and press the **Start** button.
5. Enemies will begin spawning. The enemies will constantly run towards the castle and attempt to damage it.
6. You, as the player, must defend your castle. To defend your castle, you can use your hands to pick up the enemies and toss them into the air. When they fall and hit the ground, they will receive damage.
7. Enemies can also spawn from any direction so you will need to rotate your head and/or body to constantly look around.
8. When all enemies on the current level are defeated, a countdown is shown at the top. This is the countdown until the next wave of enemies spawn.
9. The game continues until player runs out of health.

5 Further Development

5.1 Extending from the Current Leap VR Castle Defense

5.2 Starting from Scratch