**Project**

* Selection / Toggle between teleporting and walking

**Navigation\_Type**

**Walking (W)**

* Toggle between subtypes
* Two Subtypes
  + Walking with physical movement in a given space
  + Walking without physical movement (stationary)

**Teleporting (T)**

* Toggle between subtypes
* Two Subtypes
  + Teleporting (instant change of location)
  + Jumping (change of location in an arch)

**Navigation\_Subtype**

**Physical Movement (W)**

* Toggle between methods
* Three methods
  + Normal Walking
  + Scaled Walking
  + Dynamic Walking

**Stationary Movement (W)**

* Toggle between methods
* Two methods
  + Walking in Place (with hand movement)
  + Walking by Leaning

**Teleporting (T)**

* Toggle between methods
* One method
  + Teleporting

**Jumping (T)**

* Toggle between methods
* One method
  + Teleporting

**Navigation\_Method**

**Normal Walking (W)**

* Unchanged walking method

**Scaled Walking (W)**

* Normal walking with scaled movement speed
  + Scaled unit vector of the perspective

**Dynamic Walking (W)**

* Normal walking with scaled movement speed
  + When walking towards an objective

**Walking in Place (W)**

* Walking in the virtual space by moving the controllers
  + “Walking” Movement

**Walking by Leaning (W)**

* Walking by leaning into the direction you want to walk
  + Fix grade
  + If leaning more than ~30°

**Teleporting (T)**

* Teleporting to a selected destination
  + Blink transition

**Jumping (T)**

* Teleporting to predefined locations
  + Cross on floor, glow when reachable and selected
  + Arch transition