Luxsonic Technologies Centrifuge VR Project

Due:

Midnight on Friday, January 18, 2019

Scene:

1. Need a centrifuge
2. Centrifuge must open and close
3. Need 2 test tubes, containing a colored liquid. (These will be place in the centrifuge)
4. Once test tubes are in centrifuge, and lid is closed, a button should be pressed to activate the centrifuge.
   1. This must include audio and visual cues to represent the centrifuges spinning period

Repository:

<https://github.com/cannon34/LuxsonicTechnologiesCentrifuge>

Story Board

1. Player will load into a laboratory scene with a table in front of them.
2. On the left side of the table there will be a closed centrifuge with 2 vials on a vial stand to the right.
3. The player will be instructed to start by opening the centrifuge.
4. They will then be instructed to grab the vials to the right and place them in the centrifuge.
5. Once the vials are in the centrifuge, they will be instructed to close the lid and press the start button.
6. During the spinning period, a whirring sound will be heard coming from the centrifuge.
7. The player will be able to open the lid once the spinning period has stopped.
8. Upon grabbing the vials from the centrifuge, the player will be able to see that the liquids in each vial have been separated

Nice to have

* Visual queues highlighting each step as the player progresses (Similar to Star Wars: Droid Repair Bay)
* Audio queues, possibly a voice, instructing the player as they progress
* Add support for Oculus Go and Gear VR