

Assignment 4  
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## **Summary**

The scene features terrain, a two story building, my two original rooms, and some trees. The themes for the first two rooms remain the same. The themes for the 2-story building are as follows: the first floor is chess themed, the queens are XR interactable, the second floor is shoe-sorting themed, and the rooftop is themed with things that I thought would be fun on a rooftop. The rooftop items include a slide facing off the building (don't go down), a basketball hoop that you have to shoot from the ground to make, and a piano, because what's funnier than a piano falling off a building. The piano and bench are both XR interactable, as are the shoes on the second floor. The terrain has some trees on it opposite the two original rooms. They are small and scattered but there's a general theme of inconsistent scale, some rooms/places are made to make you feel small and some are made to make you feel big. It is intentional, it's my way of showing how things can be different in VR compared to reality in an easy to implement way.

## **Controls:**

A: Jump  
X: Toggle door  
Left Trigger: Accelerate  
Left Stick: Move  
Left Stick Press: Flip camera 180 degrees  
Right Stick: Change view by 45 degrees

## Screenshots

Overhead view (Trees in circled area)



Inside 2-story building (first floor)



Inside 2-story building (second floor)



Inside 2-story building (rooftop)

