3D Find Difference Full VR Demo compatible with baofeng mojing SDK

VERSION

v1.0

Initial release.

DOCUMENT

while playing,the only input is cursor,here are the cursor operations:

move

- **MOVE MOUSE WITH ALT KEY PRESSING FOR MOVING**
- **move mouse with alt key pressing for moving**

rotation

- **MOVE MOUSE WITH CTRL KEY PRESSING FOR ROTATION**
- **move mouse with ctrl key pressing for rotation**

Sorry for my pool English,it is good that you first play the Demo.

here are the simple steps for trying the demo.

STEP BY STEP GUIDE FOR PLAYING

1. open [JfEntryMenu] scene

- browse **[Scenes]** (Assets/Jifeng/Scenes) folder,there are three scenes **[JfEntryMenu] [JfDecryptionDemo] [JfAgileDemo]**

- open the **[JfEntryMenu]** scene. (double clicking a scene file will open the scene)

2.play [JfEntryMenu] scene

- click **[play]** button which is in the toolbar area of unity editor.

- then the unity editor should enter play mode.

3.move cursor

- **MOVE MOUSE WITH ALT KEY PRESSING TO MOVE FOCUS POINT.**

- **move mouse with alt key pressing to move focus point.**

- HOLD ALT key (the alt key is a keyboard key which is usually near the CTRL or SPACE key)

- move mouse in the game area.

- you should see the cursor is moving.the cursor is a cross which is made of a red horizontal line and a blue vertical line

4.click button

- **TO FIRE BUTTON,YOU NEED MOVE MOUSE TO MAKE A SLIDE GESTURE.**

- **to fire button,you need move mouse to make a slide gesture.**

- the buttons in the package is all left-to-right slide buttons.

- move cursor to **[Find the Single]** wall.there is only one button on the wall.

- move the cursor to the left of the button.

- move cursor form left of the button to right of the button smoothly that will fire the button's on click event.

5.enter [JfDecryptionDemo] scene

- after the onclick event of button which is on the **[Find the Single]** wall was fired,the **[JfDecryptionDemo]** scene will be loaded.
- move cursor is just the same like in the last scene,move mouse with ALT key holding.

6.play [JfDecryptionDemo] scene

- **GAME TARGET IS FIND THE SINGLE DICE**

- **game target is find the single dice**

- the **[JfDecryptionDemo]** is just like a box.you are (the camera is) in the center

- center.
- you can look around by ALT-Mouse move action.
- the are many dices on top/bottom/left/right/front/back wall.
- most of the dices have the other same one which may have some rotation/position offset.
- only one is single.
- the target is find the single one.

7.how to select a target in [JfDecryptionDemo] scene.

- **KEEP CURSOR ON A TARGET FOR A WHILE WILL SELECT THE TARGET.**
- **keep cursor on a target for a while will select the target.**
- in this scene,he target is to find special dice.
- while focusing on the dice,the dice will change color for hinting the selection.
- the color will change from black to yellow then light blue then red.after a while in red color,the selected event will be fired.
- if you have selected the right dice,you win the level.or else,you can try again.
- **SELECT EVENT WILL BE FIRED AFTER SOME WHILE FROM CURSOR STOPED ON A TARGET**
- **select event will be fired after some while from cursor stoped on a target**

8.leave the scene

- **[back to main menu]** is a ui page,it will be shown after the level was completed(win or lose).
- slide the **[OK]** button in the ui for firing on click event.

9.enter [JfAgileDemo]

- move cursor on the wall **[Light the Fire]** in the **[JfEntryMenu]** scene.
- slide the button on the wall will enter the **[JfAgileDemo]** scene.

10.play [JfAgileDemo]

- there are many balls in the scene.
- the normal ball is under blue background with green marks.(just looks like the earth)
- the ball with other color is the target which you should select it as soon as possible.
- at the first,the target ball is white,then dark yellow,then red.final lost if you donot select it.
- **THE LEVEL TARGET IS TO LIGHT ALL BALLS AS SOON.LIGHTING IS JUST HOLDING CURSOR ON TARGET FOR A WHILE**
- **the level target is to light all balls as soon.lighting is just holding cursor on target for a while**
- move cursor on a ball,the ball will be colored with a white belt.
- keep focusing on the ball,the color of belt will change from white to yellow.then select event will be fired.

11.leave the scene

- **[back to main menu]** ui will be shown after all balls are lighted or you fail to light the target ball.
- slide the **[OK]** button for firing on click event,that will leave the scene,back to the main menu scene.

12.select level

- in the **[JfEntryMenu]** scene
- between the **[Find the Single]** wall and **[Light the Fire]** wall is the level select session.
- there are two slide buttons on the level select session.
- between the two slide buttons is current level number.
- **MOVE THE CURSOR ON A BUTTON FROM LEFT TO RIGHT WAS CALLED A SLIDE OPERATION.**

- **move the cursor on a button from left to right was called a slide operation.**

- slide the button named with **[-]** will decrease the current level number.

- slide the button named with **[+]** will increase the current level number.

STEP BY STEP GUIDE FOR EDITING LEVEL DATA

before read the folling parts,do play the demo first please.

the level data is sotred by unity prefabs.loading level data is to parse/pick data from the special prefab.

the fact of making level profile data is to create a prefab.

game object which is used for storing level profile data must follow special hierachy.THERE ARE two menu items under **Window/SoftVrEngine** menu.THAT'S THE START POINT FOR CREATING LEVEL DATA.

for creating new level or editing old data,it's very good that to create a new empty scene.this can avoid mischanges of old/using scene.

- **THE MENU ITEMS ARE UNDER Windows/SoftVrEngine**
- **the menu items are under Windows/SoftVrEngine**

1.JfDecryptionDemo

1. create a new scene
2. create a data object by menu **Window/SoftVrEngine/New FindLevel**
3. there are six children of the root object.*the find level is like a box which has six walls.*
4. on inspector,click grid in the editor area which will add/remove a point.
5. only rotation will take effect on the point object
6. rename the root object as you wish
7. save it as prefab
8. register it on the game scene,by dragging prefab to GameEnv.
9. discard the scene,we do not need it.

2.JfAgileDemo

1. create a new scene
2. create a data object by menu **Window/SoftVrEngine/New SpaceLevel**
3. create point which is stand for selectable object in game by NewPoint button
4. refer lines is usefull sometimes,enable it by the checkbox.
5. for a special point,move it as you like
6. there are some buttons for helping movement.like AlignGrid,ShiftUp,ShiftLeft,ShiftDown,ShiftRight.
7. rename the root object as you wish
8. save it as prefab
9. register it on the game scene,by dragging prefab to GameEnv.
10. discard the scene,we do not need it.

CREATE NEW SCENE STEP BY STEP

1. drag SVECamera (**[Assets/Jifeng/Prefabs/SVECamera]**) into scene
   1. reset the position and rotation.
2. drag Overlay (**[Assets/Jifeng/Prefabs/Overlay]**) into scene
   1. reset the position and rotation.
   2. change colora and colorb as you like
   3. change thickness
   4. change radius
3. drag JfUtils (**[Assets/Jifeng/Prefabs/JfUtils]**) into scene
   1. reset the position and rotation
4. drag CustomCanvas (**[Assets/Jifeng/Prefabs/CustomCanvas]**) into scene
   1. reset the position and rotation
   2. set ui elements
5. drag CustomEventSystem (**[Assets/Jifeng/Prefabs/CustomEventSystem]**) into scene
   1. reset the position and rotation
6. create a new gameobject on root.
   1. reset the position and potition
   2. change the name to gameutil
   3. GameEnv script should exists in the scene.you can satisfied this

        guideline by other ways you like.

7. create a new gameobject as root of game elements

    1. reset the position and rotation is advised.

    2. named the object with gameable is what I used to do.

    3. you can imitate the exists scenes.

    4. hint,you need your own create script for creating the game world
       elements.

the backgournd and some design ideas are here:https://github.com/lua511/soft-vr-engine/wiki/Readme.md.txt

at first, the doc on github is as same as this document.while submitting,I delete the background & design idea parts.if you don't care pool English and want to know more about background history & design ideas,just check the github page please. LOL.