State

TODO

11/14/2016 Created a new class for Honovi that inherits from the abstract class Character. The came is still working.

11/12/2016 I positioned the hands properly and rotated them.

11/11/2016 Added the JSON File for Honovi and the IOManager that will send it to the player class, which will pass it to the character.

11/7/2016 Added the character script and call him from player. The hand are uploaded at runtime.

11/5/2016 I started the implementation of the Character class. It currently has dummy data with Honovi info. You have to call the class from Player. And implement the reactions.

8/29/2016 The Prototype of the game is teleporting using Raycast. Removed the ability to jump to avoid motion sickness. Added the ability to throw balls.

References

http://flafla2.github.io/2016/05/17/viveteleport.html