State

TODO

Refactor the spells info stuff

Modify the way the ball is thrown. Make it an impulse but the velocity and power will increase with the speed of the movement of the ball. The direction will be the forward.

Make the haptic feedback work

I think that you are using SpellInfo and you really do not need it. You could have all the information in the spell prefab. Check your implementation to see if you can make it simpler.

Make the normal spell to grow with the pressed trigger.

Create a mask for the vision when teleporting.

12/11/2016 The fireball is not going in the right direction. I adjusted the timing and speed.

12/10/2016 Modified the Expandible class. Now spells will be thrown by the spellcaster instead of moving by themselves. Fixed the state machine because you could not have spells in both hands. Added the fireball spell.

12/3/2016 Changed the teleportation to the right touchpad press. Added the state machine in Honovi. Now the state handles the input from the player.

11/26/2016 You have to create a particle effect for the platform that is the target of the teleportation. Make the particle effect disappear if the pointer leaves the platform. Make the seal active if you press the grip. Shows a trail of particles when teleporting. Throws spells that wait until you release the trigger to move.

11/25/2016 Added the seal to the left hand to teleport. The seal has the pointer invisible to know when it touches something.

11/14/2016 Created a new class for Honovi that inherits from the abstract class Character. The game 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 hands 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