State

TODO

You have to set the rotation of the hands properly after you parent 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