

README

Treasure Hunt

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Controls

The controls are the same as the default VRTemplate in Unreal using the Oculus Touch Controllers, so if you are familiar with that, this should feel pretty natural. If not, there aren't many controls to learn.

Teleport: Pressing forward on the thumbstick on the right controller will make a path, which you will teleport to when you release the thumbstick

Rotation: Pressing right or left on the left controller thumbstick will rotate the world around you.

Menu: Pressing the menu button on the left controller will bring up the menu, which will be connected to the left controller's location. To select an option, point the right controller at the button and press the right trigger. The menu button you will select is the one that is highlighted gray.

Ping Chests: Selecting this option in the menu will make all the chests on the map emit a bell sound. Use this to location the direction of the closest chest

Teleport to Spawn: This button will teleport you to the starting area where you started the game.

Quit: This button will quit the game

Grabbing: To grab objects such as 3D menu options and chests, press the grip button on whichever controller you are grabbing with.

Starting the game

When you launch the game you will be put directly into the level in a starting area. Here you can get situated and get comfortable. There will be a 3D difficulty menu with 3 options, easy medium and hard. You must teleport over to it and grab the block of the difficulty you want. The gate will open and you will be able to go into the town.

Objective

The objective of the game is to find all the treasure chests on the map. Depending on the difficulty you choose, there will be a different amount of chests you have to find in order to win. The chests spawn randomly around the map, so if you play again they will likely not be in the same spots.

Playing the game

When teleporting around the map, you might stumble upon the chests. The chests emit a humming sound, which you can use to pinpoint their locations. If you are still having trouble finding the chests, you can open the menu and select the *Ping Chests* option. This will make every chest on the map emit a bell sound, which should help you get a general idea of where the closest one is. From the menu you are also able to see how many chests you have collected out of the total number of chests. If you collect all the chests you will automatically be teleported to the win area, which is a tower outside of the normal play area. You will have another menu where you can choose to restart the game, or quit the game. To select the option you want, simply grab the block of the option you want.

If you happen to get stuck somewhere in the map, or simply would like to go back to the beginning of the map, in the menu in the *Teleport to Spawn* button which will teleport you to the starting area that you began the map at. This does not reset any progress, but simply moves you across the map.