

Running the game:

1. Download and unzip the zip file
2. Open unreal engine with Quest 2 connected to pc, and browse to the unzipped folder
3. Armstrong HW2/Code/ArmstrongHW2.uproject
4. Open the project and run in VR preview

Due to last minute complications, a runnable game outside of the unreal engine was not created.

Controls:

The default controls are:

Left joystick x-axis: snap turn

Right joystick y-axis forward: teleport to highlighted location

Left menu button: open the options menu

Left and right triggers: Toggle gravity on held object

As a note, the default controls are the most friendly, other options implemented may cause motion sickness

Alternate controls (selectable in options menu)

Movement hand: Toggles the movement option (teleport/walk and snap/smooth) to the other hand

View mode: Toggles view option (snap or smooth)

Movement mode: Toggles movement mode (teleport/walk)