Avalon

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Project Tracker:
https://trello.com/b/GF9Ykwvu/mech-vr-group
(Access Link)
https://trello.com/invite/b/GF9Ykwvu/ec72573fb5bb95d1bb0e0bd4a50b4bf3/mech-vr-group

VCS:
https://github.com/deho9147/3308-TeamProject
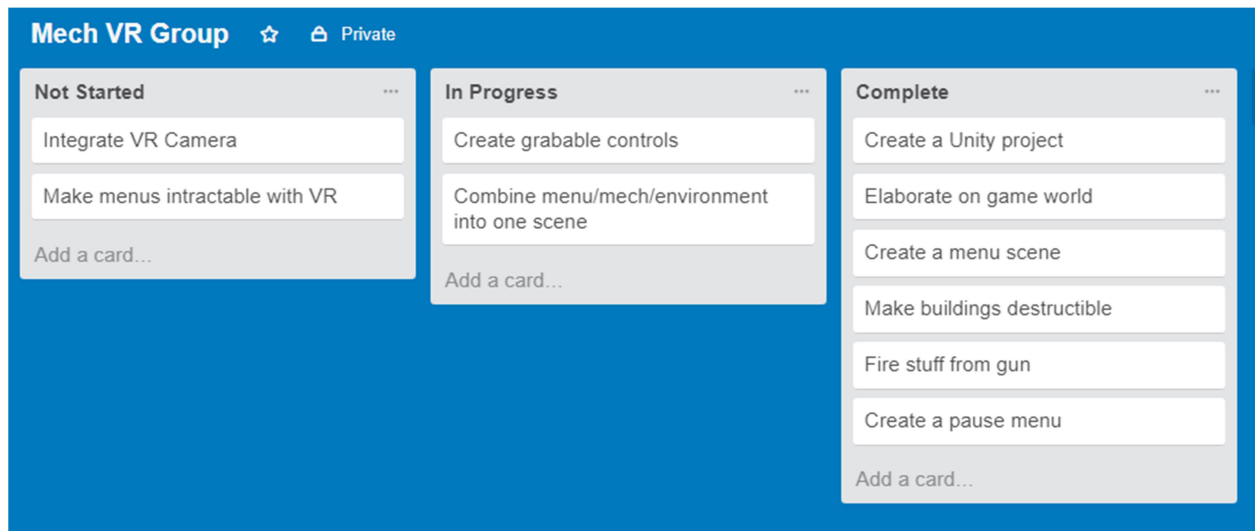
Contributions:
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Deployment:
The project can be built from a Unity editor to run on OSX, Windows, or Linux. However, the program will not function correctly if a VR headset and controllers are not connected. It may still work incorrectly if the headset and controllers are not the HTC Vive.

Auto-doc:
This project relies on Doxygen for documentation. The Assets/Scripts directory contains all code written by us. The documentation itself can be found here:
https://github.com/deho9147/3308-TeamProject/tree/master/Doc/html

Note: May 2 was exclusively pair programming, as we all needed access to the VR hardware to progress.

May 04, 2017

changed presentation slide file name to be correct
committed by derekbj · `d11ea32f`

May 03, 2017

Project presentation slides
committed by derekbj · `97342c6f`

May 02, 2017

added script to remove rubble from buildings after a while
committed by derekbj · `32b5a3da`

changed destruction script to creatle rubble to scale of the objects
committed by derekbj · `36d9c59c`

Mech cockpit rotates and moves
committed by doal7262 · `6dd7cbc0`

Added better mech controls, squashed bugs, working VR menu
committed by doal7262 · `b37f0a3b`

Hides raycasts and disables teleport when not needed
committed by doal7262 · `296c28bb`

Added VR, VR functionality for menus
committed by doal7262 · `f9cba530`

changed relative sizes
committed by doal7262 · `c554eb3d`

Main menu now VR Functional
committed by doal7262 · `1c1bb72e`

Adding VRTK scripts
committed by doal7262 · `860802b1`

May 01, 2017

Added documentation for most scripts
committed by Zunawe · `dccf5240`

Fix menu interactability
committed by Zunawe · `f2a34f2f`

Apr 30, 2017

added a function to make people lose points for doing bad shit
committed by derekbj · `b84ead37`

made buildings look nice with more lights! Also new Buildings!
committed by derekbj · `47ba6f15`

testing some physics objects things
committed by Derek Holland · `63a8839e`

changes to scene
committed by Derek Holland · `b9a35255`

found and added jeep asset
committed by Derek Holland · `505726a5`

Apr 29, 2017

made things look more like a city and created a script to track score
committed by derekbj · `5337d0e9`

Apr 25, 2017

Merge branch 'VR-menus'
committed by Zunawe · `0a0ba8b3`

Improve menu positioning
committed by Zunawe · `22604e82`

Apr 24, 2017

changed a building cause it looked janky
committed by derekbj · `75ec5b60`

seeing if this helps things
committed by derekbj · `8bdfa359`

Added in my current prefabs for mech and its controls, changes to bui…
committed by doal7262 · `bbb74591`

Apr 23, 2017

changed to 3d terrain instead of ground, added buildings and a road i…
committed by derekbj · `f6901d27`

added road texture to road in scene
committed by derekbj · `ac44f1b1`

Apr 19, 2017

Created Script which makes object follow a path and started working o…
committed by Derek Holland · `84d9a550`

added some textures
committed by Derek Holland · `df6afa92`

Apr 15, 2017

Changed MainMenu scene to 3D
committed by Zunawe · `2da465d6`

Turned menu canvas into world object
committed by Zunawe · `b0f6c0a6`

Fix Fly scripts
committed by Zunawe · `ce834237`

Apr 13, 2017

Made a script so objects actually go in a circle.
committed by Derek Holland · `0ebea12c`

Created A Script that moved selected objects in a line
committed by Derek Holland · `6282cce7`

Apr 09, 2017

Fixed some spacing on the main menu
committed by Zunawe · `463f7c67`

Added buttons to in-game menu
committed by Zunawe · `ad2c43fe`

Added popup menu in main scene
committed by Zunawe · `2ec94ee4`

Added custom UI sprites
committed by Zunawe · `ee5271e6`

Forgot to save scene for last commit
committed by Zunawe · `f6dac30c`

Fix destruction/translate script to C#
committed by Zunawe · `5d26422d`

Apr 06, 2017

Apply destruction to one of the buildings
committed by Zunawe · `17969522`

Apr 05, 2017

Added a script that will destroy a cube and create an effect of it tu…
committed by derekbj · `c5501758`

Mar 22, 2017

Added a floor and some buildings, also mouselook script
committed by Zunawe · `cd511deb`

Added background color to Main Menu
committed by Zunawe · `774cad31`

Mar 21, 2017

Start button redirects scene
committed by Zunawe · `3ac8af12`

Add SteamVR Asset
committed by Zunawe · `8f2303dc`

Added working quit button to menu
committed by Zunawe · `43c1552d`

Mar 20, 2017

Added UI canvas and 'start' button to Menu
committed by Zunawe · `f9932c5f`

Update README
committed by Zunawe · `d38c051c`

Fix accidental submodule
committed by Zunawe · `35556f45`

Rebase to blank project
committed by Zunawe · `4ed106c2`

Add initial project
committed by Zunawe · `41a5ab27`

Create .gitignore
committed by Zunawe · `8749ca31`

Feb 15, 2017

gave us a damn mitigation strategy and added trello link
committed by derekbj · `f6fef7b0`

Feb 14, 2017

Finished Team Assignment1:General Project Plan
committed by deho9147 · `8ed39526`

Update README.md
committed by Zunawe · `8cf4a567`

Add headers to README
committed by Zunawe · `f45ef359`

Update README
committed by Zunawe · `196d9445`

Update README
committed by Zunawe · `5142e1e7`

Delete .assignment1.swp
committed by deho9147 · `34bb80b0`

Add README
committed by Zunawe · `4e0b122c`

First Commit
committed by deho9147 · `be154c71`