

Final Prototype

- Scene Name: **ShopGrocery**
- VR equipment used:
 - **Oculus Quest 2**
- Interaction Techniques:
 - The scene is a **first-person view**, and the player will be seeing the ray pointer.
 - The joystick of the left controller of the Oculus Quest will be used for all the movements in the respective scene.
 - To **grab** hold an object, you have to press the **X button** (located on the left controller). On successfully doing so, the object will be in a **grabbed state**.
 - The object being grabbed can be moved along the head movements.
 - To **release** the object, press the **X button** again. The object will now be in the **released state**.
 - When the gaze pointer points to the desired item which the player wishes to buy, an interactive menu will be displayed by pressing the **Y button** (located on the left controller). The menu will have the following option:
 - ◆ Get Details
 - All interactions with the menu options are functional through **A button** (located on the right controller)

- The **Get Details** button displays the information about the product including the name, price, expiry date and calories. It can be selected by pressing the **A button**.
- The menu will disappear on clicking the **Y** button.
- To search an item or checkout with the existing items, press **button B**.
- Select the Search Item option and select an item from the menu by pressing the **A button**.
- Once an item is selected from the search menu with A button, the player will be teleported to the aisle which contains the desired items to be purchased.
- If Checkout is selected (on pressing A button), the player will be teleported to the Checkout section.
- To initiate the self-checkout process, the player once teleported to the billing counter will have to pick up the items from the cart and release them in the delivery boxes. These boxes are placed at every checkout aisle.
- The player will be able to see the real time calculated bill (sum total of prices of all the items present in the cart) at all times.
- This bill may differ at the checkout.
- The final bill will be calculated on the basis of the items, the player will release in the delivery boxes signifying the items he/she wants to purchase.
- The player must grab the cart in order to be teleported with it.
- To **remove** item from the cart, grab the item with **button X** and place it back on the shelf with button X.
- The team has attached an Oculus Apk in the folder.

- In the checkout counter, press button B to view the options:
 - Pay-Select Cash or Card by pressing button A
 - Go back to the store-The player will be teleported back to the store.
 - A prompt regarding the delivery date and time will be displayed to the player with the total bill.

Glossary

- **A:** Submit Button
- **B:** Search/Checkout
- **X:** Grab an object
- **Y:** Display the menu