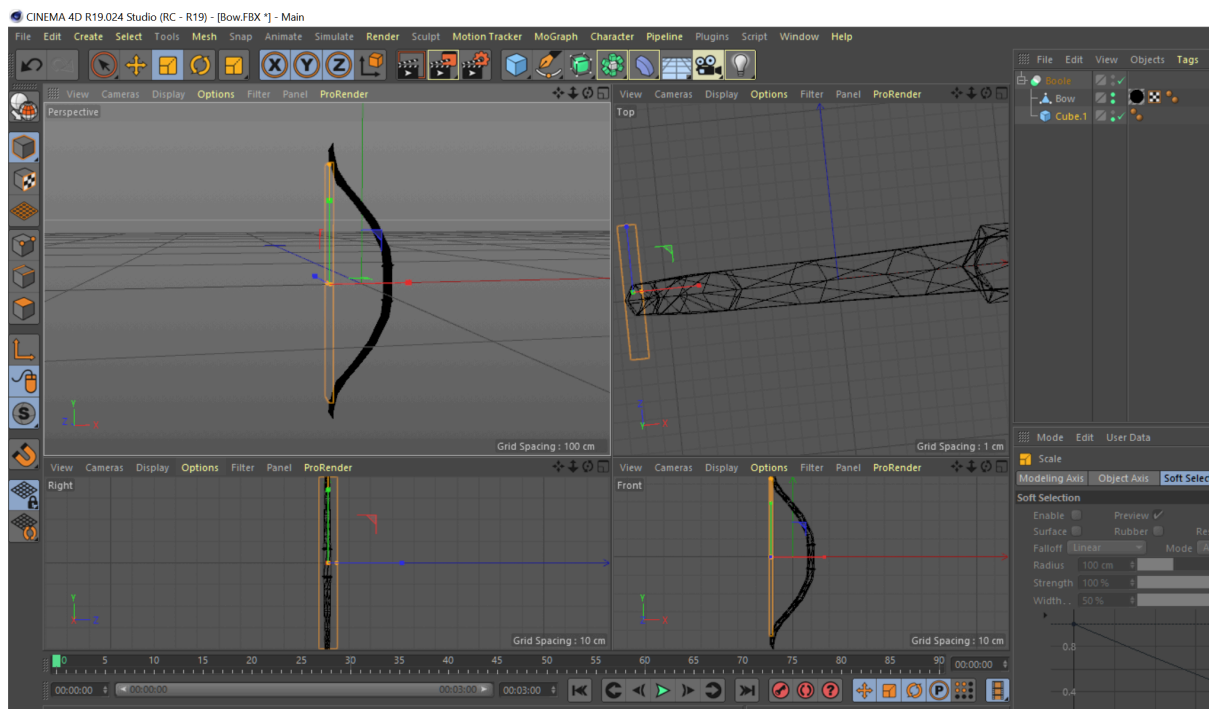


2. Devblog - VR

Janky physics

In this dev-blog we managed to “create” a bow, as well as making it interactable with our XR-Rig and goggles. This dev-blog is a summation of several instances of working on this project at random times and thus isn't one singular session.

Since we don't know how to 3D model very well, we used a bow from the Unity Asset Store which we promptly changed to remove the bow-string, allowing us to use a different one that would be pullable.

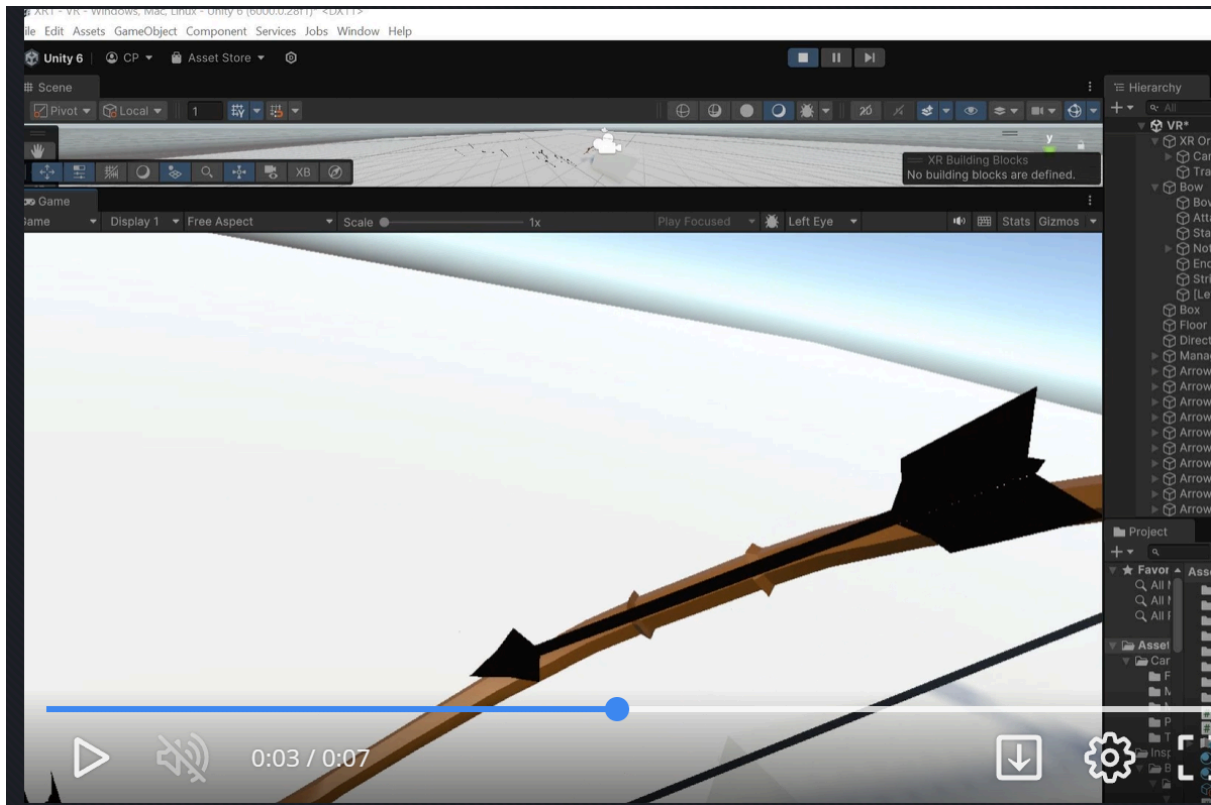


Then we added a hitbox and used the premade XR-Grabbable script to make it interact.

<https://www.youtube.com/watch?v=XHkAI-fVa1A&t=386s>

This video served as an inspiration.

After getting the string to do as we wanted, we also tried to add the arrow to the bow, but we ended this blog with a half-working result



The arrow from the Asset Store had to be remodelled in Cinema4D to make the mesh point the correct direction in regards to the direction of force being exerted upon it.

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