**Interaction Prototype**

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**Movement Choice:** Smooth/Continuous Locomotion

The game takes place in a small arcade room. No need for teleportation. Use of continuous move and turn providers.

Note: movement and turn providers are disabled when engaged with a machine. That is to prevent the player from leaving the bounds of the machine while it is active, the player will need to explicitly press the “Leave” button next to the machine in 3D space to disengage and return to normal movement around the arcade.

**Interaction 1:** Claw Machine

A screenshot of a video game

Description automatically generated

The interaction of the claw machine is in 2 parts. The left control stick will move the joystick of the claw machine. Left and right for the claw block, and forwards and backwards for the rails that it glides along. The right controller is meant to simulate the press of a button dropping the claw which runs through the claw animation routine before giving the player back the control of the machine.

**Interaction 2:** Arcade Shooter

A video game screen with a black screen and a red object

Description automatically generated

The interaction of this game requires the player to aim the gun at the screen and pull the trigger to shoot. The gun is always held in the right hand, and depending on where the player stands, the gun will be either red or blue when the game starts. The laser pointer will be hidden during the gameplay so the player has to estimate where the gun is aimed at just like in a real arcade shooter.

**Interaction 3:** Big Wheel

A screenshot of a game

Description automatically generated

The player will have to pull on the leaver to activate the spin. The leaver is mounted at a pivot point on the machine and should simulate real physics when being pulled forwards. The leaver will automatically return to it’s resting position while the wheel has engaged in the spin routine.