# HelloHolo Additional Implementation

These implements are done in addition to the Tutorials done during the tutorial – Some features such as Vuforia is only available in the BasicGaze Scene.

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| S/N | Description | Relevant Scripts | Category |
| 1. | HomeScreenScene | MainMenuButtonScript.cs |  |
|  | Tooltips appear beside menu button upon Gaze | MainMenuButtonScript.cs | Gaze |
|  | Added Voice Gesture to interact with Menu Item | MainMenuButtonScript.cs |  |
| 1.3. | Buttons Change Color onFocus | MainMenuButtonScript.cs | Gaze |
| 1.4. | Transition to next scene based on the Button Tapped | MainMenuButtonScript.cs | Air Taps |
|  | SinglePlayerScene |  |  |
| 2.1. | Toggleable Tagalong UI – UI moves with player | SimpleTagalong (**Modified**) |  |
| 2.2. | Instantiate Furnitures (Bed and Vase) that is automatically positioned on the top of the floor (Detect the Y coordinate of the floor plane) | AddFurniture.cs  FurnitureObjectScript.cs | Spatial Mapping & Processing – Additional Plane: Floor |
| 2.3. | Instantiate a rotating fan on the ceiling if a ceiling plane is detected otherwise it will be spawned based on the height of the nearest wall | GeneratePlanes.cs | Spatial Mapping & Processing – Additional Ceiling |
| 2.4. | Selection Mode – Furnitures that has been instantiated can be selected when Selection Mode is triggered    This is triggered by Airtapping on the UI Button – Selection Mode which will turn it into a “glowy” color similar to the glow of Furnitures when it is “Gazed” at.    If furniture will glow upon gaze, it means selection Mode is selected and furniture can be selected & manipulated when this mode is enabled | SelectionModeScript.cs  FurnitureObjectScript.cs | Gaze/Airtap/ |
| 2.5. | Manipulating Mode – Moving Furnitures   * Furniture can be shifted when in Move mode which can be triggered after clicking on a furniture in Selection Mode. * Furnitures will stay on ground (Y is locked) to simulate moving of furniture in a room. | FurnitureObjectScript.cs | Spatial Mapping & Processing / Drags |
| 2.6. | Manipulating Mode – Scaling Furnitures   * Furnitures can be scaled when in Scale Mode which can be triggered after clicking on a furniture in Selection Mode * Drag vertically up (Y-Axis) to scale the furniture | FurnitureObjectScript.cs | Drags |
| 2.6. | Manipulating Mode – Rotating Furnitures   * Furnitures can be rotated when in Rotation Mode which can be triggered after clicking on a furniture in Selection Mode | FurnitureObjectScript.cs |  |
| 3. | MultiPlayerScene |  |  |
| 3.1. | Instantiation of Object in Network   * Objects can be instantiated in the network and be seen by other clients   RpcCreateFurniture + CmdCreateFurniture | FurnitureNetworkPlayer.cs | Network |
| 3.2. | Objects Sync Transformation   * Instantiated Objects can be moved/scaled/transformed and updates are shown on all servers | FurnitureNetworkPlayer.cs | Network |
| 3.3. | Multiple Objects can be Scaled simultaneously provided multiple furnitures are created | FurnitureNetworkPlayer.cs | Network |
| 3.4. | Network Synchronized – Instantiated objects can be synchronized when new clients join the server | FurnitureNetworkPlayer.cs | Network |