INCLUDE's VR SPACEPORT

How to Play

Upon entering the VR Spaceport's first environment, the HUB, you will see two things: (1) a billboard that shows text and triggers dialogue to start when you look at it and (2) a tablet on a tall table. The billboard gives background information on the project. At the end of the background information, the narrator tells the User they can start an activity by picking up the tablet.

Double "tap" the buttons with your VR hand. There is only one activity as of now and it is nicknamed "Plants." This button will take you to the Virtual Classroom, where a second narrator will guide you through the Plant activity.

You are not able to teleport in the program.

To interact with the environment objects in the scene, use the trigger button (on most VR controllers, it will be the trigger button closest to the index finger) and hold it down to pick up and hold onto an interactable object. Let go to release it.

Press 'Tab' to change from a keyboard controllable Spectator camera to the VR Player's View. The Spectator camera is controlled with the WASD keys, Space for moving up, Shift for moving downwards, and the mouse for direction.

General Information

The VR program was developed in Unreal Engine 4.26 with an HTC VIVE headset.