All the models, textures, and music/sound in this project is downloaded from unity asset store and sketchfab with a CC0 license.

**Bgm.cs**

This script controls the music volume in the game, it is attached to the slider on the radio. When the slider is moved, the volume will update with it. The if statements made sure the slider won’t go out of limit.

**Rotator.cs**

This script lets the crystal lights rotate slowly.

**teleportCircle.cs**

This script lets the magic circle lights up if the player has step into it and dim down when the player step out from it.

**Laser.cs**

In the Start function of this script, the wand is set up to initial position. In Update, if the player is holding the wand, the wand will shot out raycast that checks if the item pointed to can be highlighted. The if statement keep track of what is the last object highlighted, and if the previous object is the same as the one pointing to right now, it will not go over the loop again to safe time. If it is an object that can be highlighted, the code will loop through the material and keep it in a new array so the highlight material can be add. The else statement lets the object get rid of the highlight.

The letGoLaser function will be called if the user lets go of the wand, and the wand will be back in it’s initial position.

**voiceControl.cs**

In the Start function, the audio sources and the speeches are defined. Each speech is paired with an action function so when the player say the speech, the function will be called.

In the RecognizedSpeech function, console will print out the speech user have said and that’s included in the speech dictionary written in the Start function. If it’s a teleportation, the code will perform a fade out, or else it will just call the function.

Identify function will let the answering panel show up/disappear so user can input their final answers.

ShowRoom306 function is just to let the animation start on a gameobject.

Take function will play a animation on certain gameobject if the wand has pointed to the correct object while saying “take”, and ShowRoom306 animation is followed right after this animation has finished. A correct sound effect will also be played if it’s correct, and wrong sound effect will be played if it’s incorrect.

Show function will let a certain gameobject light up and play a correct sound effect if the wand has pointed to the correct gameobject while saying “show”. Wrong sound effect will be played if the wand has pointed to the wrong one.

Check function will let the gameobjects show what has been investigated, each object that can be investigate have a child object with index 0, so transform.GetChild(0).gameObject.SetActive(true) will let the investigation show.

TeleportL, TeleportA, TeleportB, TeleportR are similar functions that transforms the user to another destination.

Teleport2, Teleport3, Teleport5 will let the user teleport to the same room, but the room will show some difference depends on which teleportation is used. This can be detect by the itemShow integer inside each function.

applyTeleport function is the final function that all teleport functions will end up in, it moves the player to the right place, and will set active the right object by checking itemShow, then make a fade out.

showWand function simply lets the wand show and disappear when the user says “show”.