Jesse Merida

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Instructions and Features

To install the Oculus Quest build of Re:Collect -

* Enable developer mode on a Quest
* Use either adb push and the folder structure to install directly to the Quest, or
* Open up the Unity project and select Build and Run under Build Settings 🡪 Android platform to install the application
* The application will be under Unknown Sources under the Quest’s library

Headphones are recommended.

Features of the game include –

* A social feature, where users can submit a name to a database, and in gameplay, a random name will be pulled from it and attached to a friendly AI helper
* Controller-free controls
* UI placement on the player’s hands
* A regenerative, placeable shield
* Teleportation movement
* A weapon with infinite ammo but does require reloading
* A tool that pauses time, allowing the player to get away from harm
* A “second chance at life/second wind” mechanic dubbed “recollecting” that allows the player to gain all their health back multiple times by defeating enemies as long as they don’t die upon losing their main health pool

Known bugs –

* Frame rate issues
* Game Options non-functional
* Pause Menu doesn’t always work, requires opening and closing
* Audio not playing
* Shooting not functional during stopped time