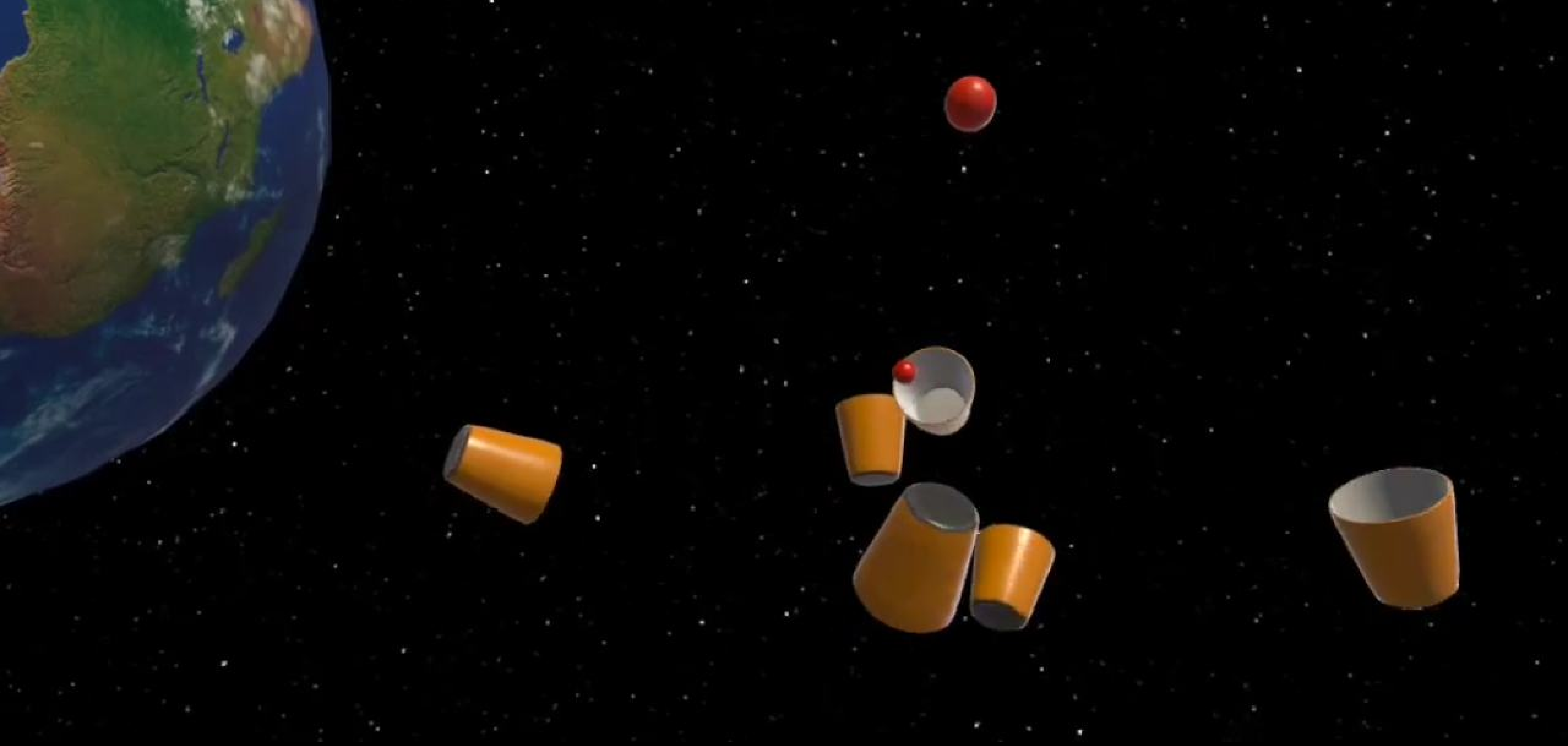
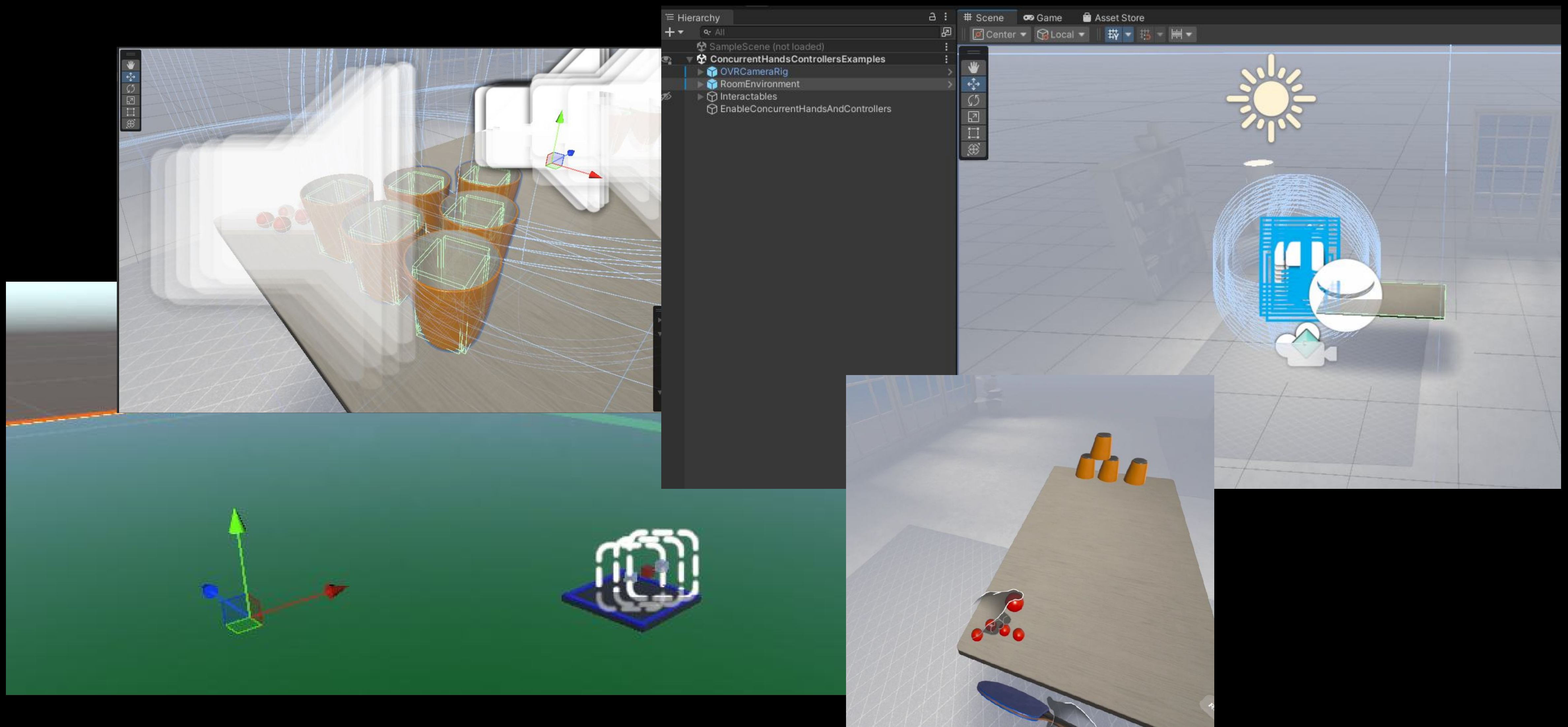


Spacepong VR

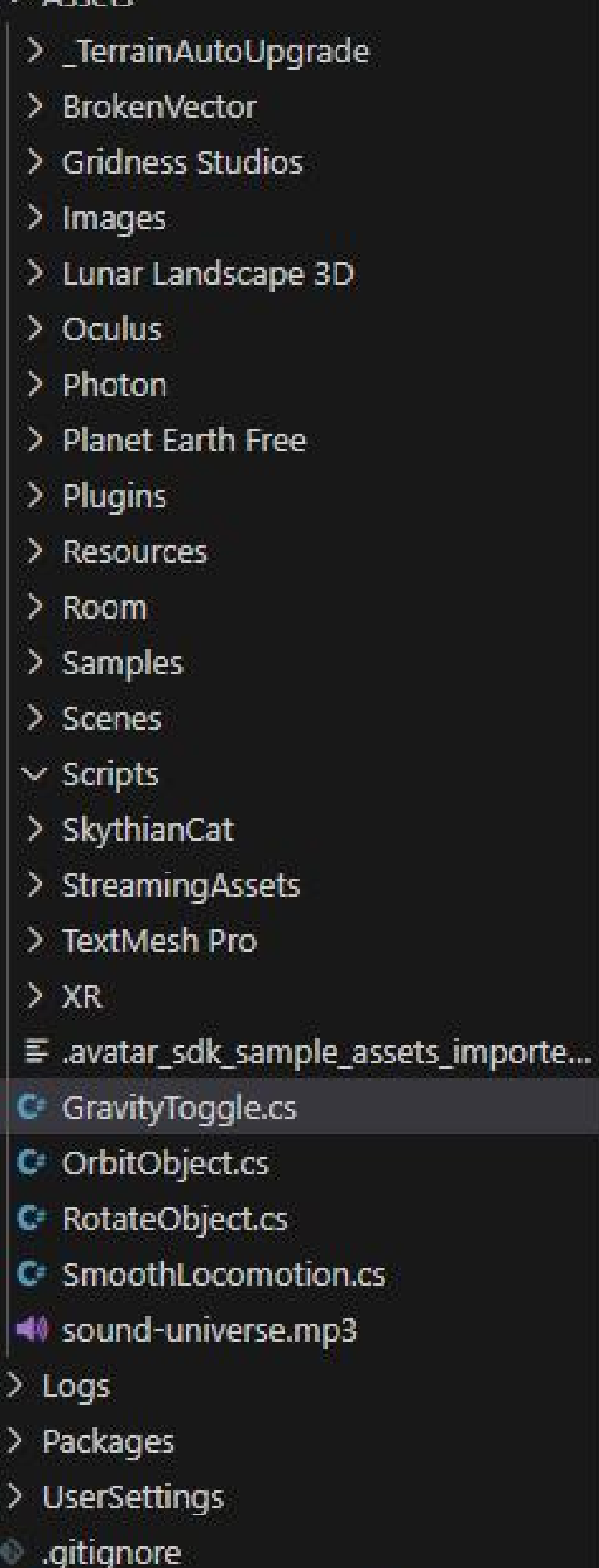
Proyecto Integrador del IFTS18



Spacepong VR es una experiencia de realidad virtual en el espacio.



Proceso de desarrollo y funcionalidades

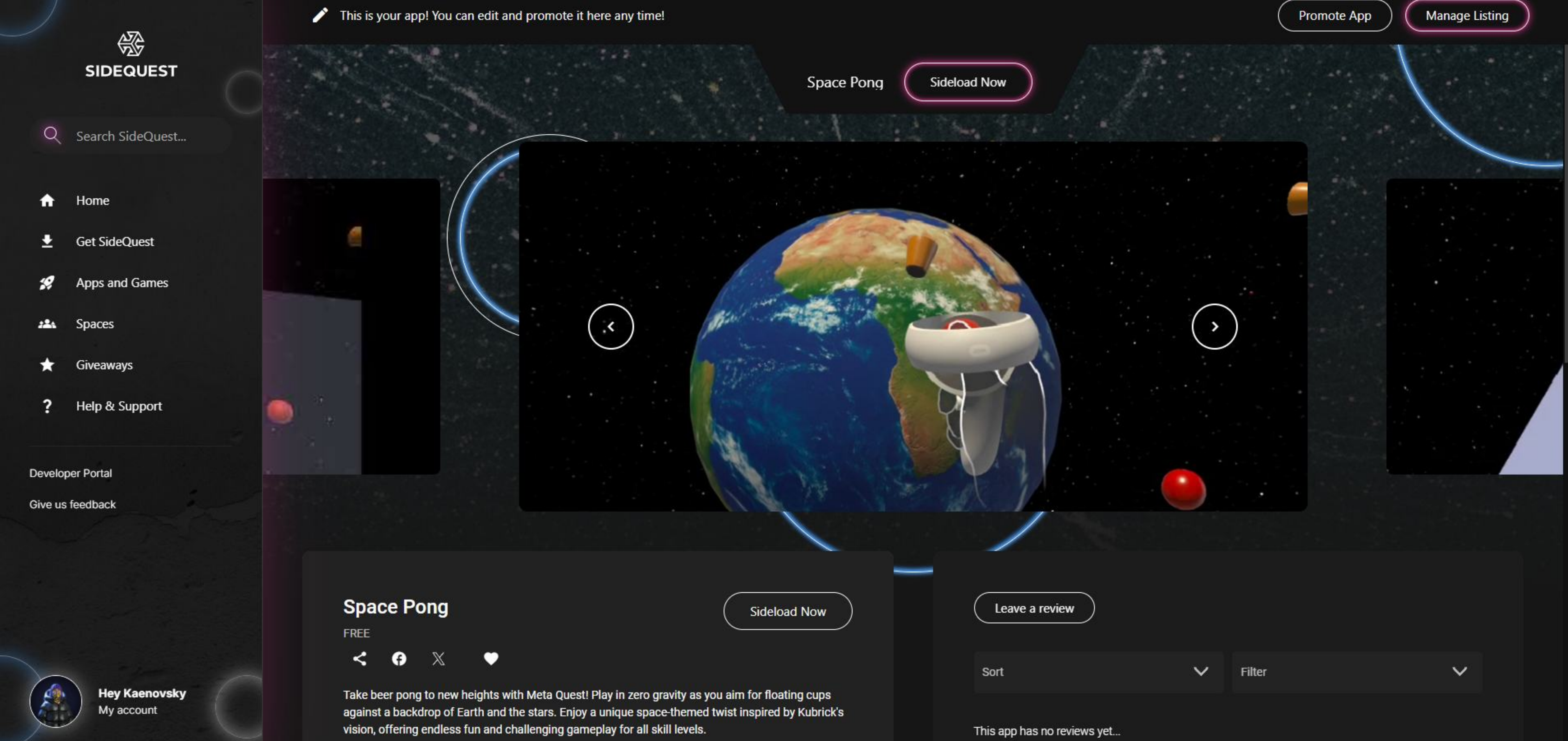


```

0 references
3 public class GravityToggle : MonoBehaviour
4 {
5     6 references
6     private bool isGravityOn = true;
7
8     // Additional parameters for rotation and force
9     2 references
10    public float upwardForce = 0.0003f; // Adjust this as needed for a gentle lift
11    2 references
12    public float spinTorque = 0.003f; // A small amount of torque
13
14    // Method to toggle gravity
15    0 references
16    public void ToggleGravity()
17    {
18        // Find all objects tagged as "Ball" and "Cup"
19        GameObject[] balls = GameObject.FindGameObjectsWithTag("Ball");
20        GameObject[] cups = GameObject.FindGameObjectsWithTag("Cup");
21
22        // Toggle gravity for balls
23        foreach (GameObject ball in balls)
24        {
25            Rigidbody rb = ball.GetComponent<Rigidbody>();
26            if (rb != null)
27            {
28                rb.useGravity = isGravityOn; // Toggle gravity
29                rb.velocity = Vector3.zero; // Reset velocity to avoid unexpected movement
30
31                // Apply a small upward force and a spin
32                if (!isGravityOn) // Only apply when turning gravity off
33                {
34                    rb.AddForce(Vector3.up * upwardForce, ForceMode.Impulse); // Apply upward force
35                    rb.AddTorque(Random.insideUnitSphere * spinTorque, ForceMode.Impulse); // Apply random spin
36                }
37            }
38        }
39    }
40 }

```

Mecánica de gravedad personalizable



Distribución de la app



Spacepong VR is now available on the SideQuest store!

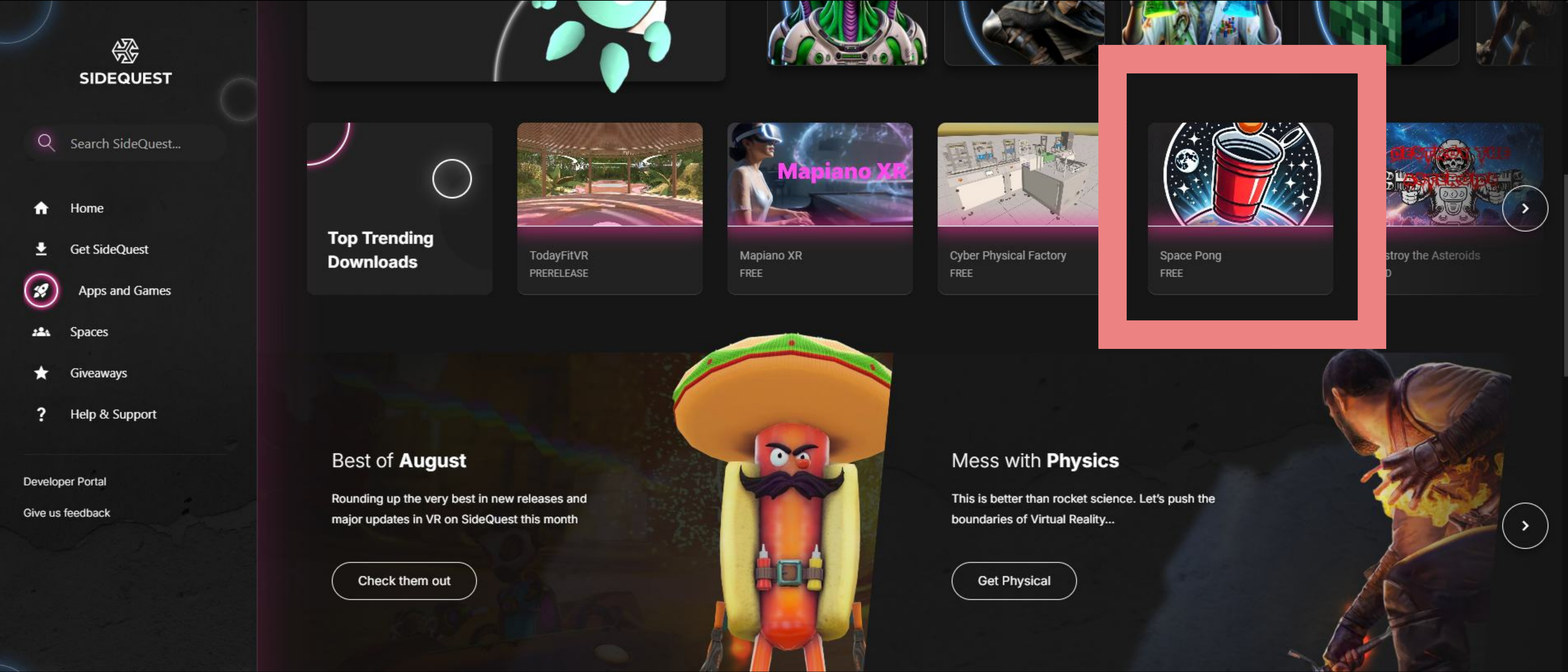


Spacepong VR

Experience intergalactic beer pong on Meta Quest.

[Watch Gameplay](#)

Promo page



Próximos pasos



Conclusión

Gracias