

**CS4480 Earth Science Field Study**

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**Hardware tested on:**

PC & Mac Keyboard and mouse

Oculus Rift & Touch Controllers

Unity 2020.3.31f1

## General info

Hello! This game allows the players to mine rocks, inspect what they mined and then answer questions to determine various aspects of the rock. It supports both mouse & keyboard as well as VR.

## Running the game

### Mouse & Keyboard

- Navigate to \Executables\Mouse & Keyboard\
- Double click “Earth Science Field Study.exe”

### VR

- Ensure headset and pointing devices are connected and functional
- Navigate to \Executables\VR\
- Double click “Earth Science Field Study.exe”

If you have any issues running the game on your specific hardware, contact:

Colin Stoddart

(204)-955-8514

[cstodda6@uwo.ca](mailto:cstodda6@uwo.ca)

as he will be in London and would be more than happy to help fix any VR (or keyboard and mouse) hardware-specific issues.

Also feel free to contact Matthew Stewart:

(647)-746-0582

[mstew28@uwo.ca](mailto:mstew28@uwo.ca)

## Building the game

### Mouse & Keyboard

- Open the folder “CS4480\_EarthSci” in Unity 2020.3.31f1
- **Click NO when it asks about changing stuff regarding the input system**
- Edit>Project Settings>XR Plug-in Management
- Ensure that “Oculus” **unchecked**
- File>Build Settings>Scenes In Build
- Ensure that the following are all selected
  - Scenes/Mouse & Keyboard/Main Menu
  - Scenes/Mouse & Keyboard/Main Scene
  - Scenes/Mouse & Keyboard/EndGameScene

- Click “Build” (and select the appropriate folder”)

## VR

- Open the folder “CS4480\_EarthSci” in Unity 2020.3.31f1
- **Click NO when it asks about changing stuff regarding the input system**
- Edit>Project Settings>XR Plug-in Management
- Ensure that “Oculus” is **checked**
- File>Build Settings>Scenes In Build
- Ensure that the following are all selected
  - Scenes/VR/VRMain Menu
  - Scenes/VR/VRScene
  - Scenes/VR/VREndGameScene
- Click “Build” (and select the appropriate folder”)