README

The final prototype is contained in the scene named “Store”.

The controller used is the Bluetooth Universal controller, supplied by the Professor. Alternatively, a mouse + keyboard can be used for emulation.

How to run the prototype(Android):

* Using the android apk, install the application on an Android Device
* Open the application, which is named “Virtual Shopping Floor”, and put on headset and grasp the controller
* Explore and interact with the environment with the control scheme provided

How to run the prototype(Development Environment):

* If running from the development environment, you will immediately start from where opening the android app will take you.
* Use alternate control scheme

Interaction Techniques:

* Move around the environment
  + Controls: Analog Stick
  + Alternate controls: WASD
* Pick up/drop item
  + Controls: When looking at/holding object, press the “Y” button
  + Alternate controls: When looking at/holding object, press “Left Click”
* Rotate item
  + Controls: Hold “OK” Trigger button, and move the analog stick
  + Alternate controls: Hold “Right Click”, and move the mouse
* Add item to cart
  + Controls: Use drop item controls to drop item into the cart
  + Alternate Controls: Use drop item controls to drop item into the cart
* Open inventory list
  + Controls: When not looking at item, press the “Y” button
  + Alternate Controls: When not looking at item, press “Left Click”
* Pickup cart
  + Controls: When looking at cart handle, press the “Y” button
  + Alternate Controls: When looking at cart handle, press “Left Click”
* Checkout
  + Controls: When looking at a register, press the “Y” button
    - To confirm: Press the “OK” button
    - To cancel: Press the “X” button
  + Alternate Controls: When looking at a register, press “Left Click”
    - To confirm: Press “Right Click”
    - To cancel: Press “Shift”