**Stone Circle Interact Location prototype:**
An explorative free-roam environment with mental health training features. The mental training feature in this prototype takes the form of an interaction point where the player can enter a 'meditation mode', and stones arranged in a semicircle can be made to float in the air by intentionally modulating brain activity - measured by an EEG device - or by button input.

Environment:
Layout comprises a Free-Roam area; featuring a Stone Circle interaction point. Composed with assets from the megascans library in UE5 , and custom made stone models used for dynamic behavior.

Character avatar:
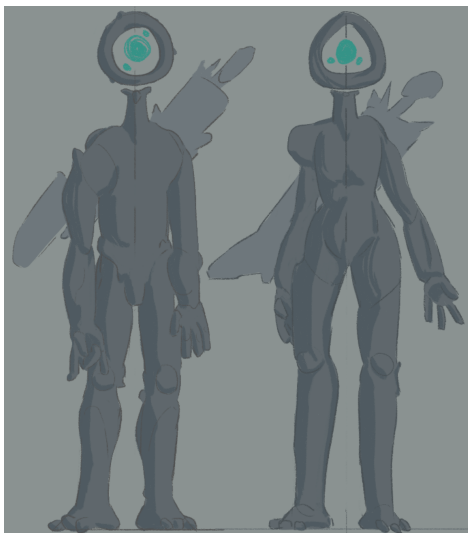
A Void Being, controlled from a 3rd person perspective, allows the player to explore the environment and approach the Stone Circle to enter 'Meditation Mode'.

Assets:
- **3D mesh:** Made with digital sculpting tools.
- **Skeleton armature rig:** Created using Rigify auto-rigging workflows in Blender.
- **3rd person controls:** Defined using Blueprints visual scripting in Unreal Engine 5.

Interaction:
 Upon approaching the Stone Circle the player can:
1. Press A to enter Meditation Mode. The Void Being transitions into a sitting pose in front of the stones; their dynamic behavior enabled.
2. Stones can be made to float via modulation of brain activity; targeting the presence of Alpha waves or the absence of High Beta using the OpenBCI EEG sensing framework and the Brainflow Unreal Engine Plugin. Or, optionally, by button input on a gamepad - Alternating pressure between the left and right gamepad triggers.
3. Meditation Mode can be exited by pressing A again at any time. The game transitions back into free-roam mode.
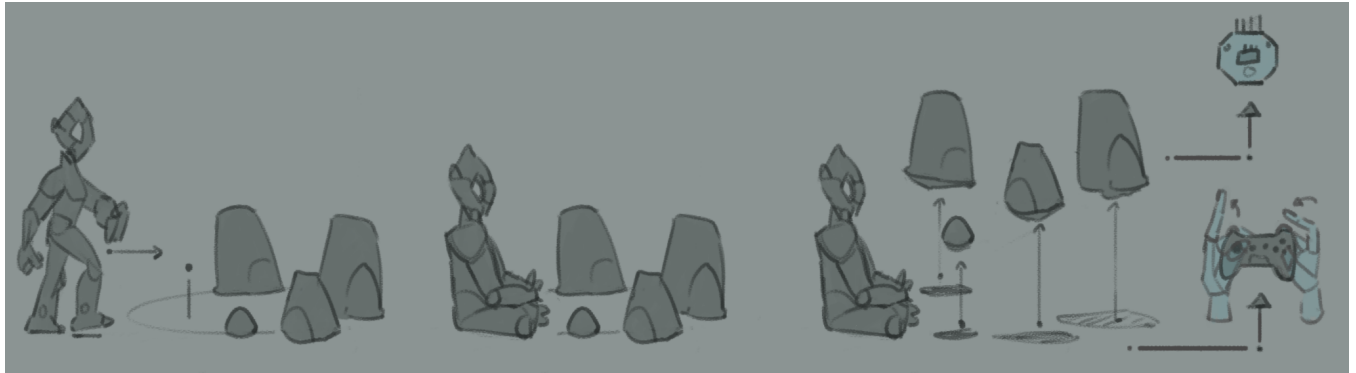
Resources and references:
- ABZU (2016) - Meditate feature.
- UE5 - Build a third person character from scratch.
- OpenBCI - Documentation.
- Brainflow - Unreal Engine plugin.
- Megascans Library.