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User's Guide

CAUTION

Incredibly fun and immersive! Try at your own risk.

INFORMATION

The enclosed Unity project can be best described as a virtual solar system experience. All nine planets can be seen orbiting the sun at different speeds, with each planet's orbiting speed correctly proportional to the others (i.e. Mercury correctly orbits 1.6 times faster than Earth!). The stars can be seen in all directions (while your feet cannot… spooky!), and the user can gain a great virtual grasp on the solar system!

FEATURES

- Look around freely and see what our solar system has to offer!
- Teleport your way around the solar system by holding the left trigger, pointing to your desired destination, and releasing!
- Press the trigger to speed up the orbital speed of all planets by 300%!
- Observe the orbital paths of the planets which are shown in red, and watch the planets follow their paths as they orbit!

ADDITIONAL INFORMATION

You can find all of the versions of our project at https://www.github.com/lukeroz20/CS4743-Team1-Green, along with this document and our project journal.

REFERENCES

A Complete Guide to the SteamVR 2.0 Input System in Unity

- Written by Sarthak Ghosh
- https://medium.com/@sarthakghosh/a-complete-guide-to-the-steamvr-2-0-input-system-in-unity-380e3b1b3311

[Unity] SteamVR 2.0 Input using Actions

- From the Youtube Channel "VR with Andrew"
- https://www.youtube.com/watch?v=bn8eMxBcI70

Board to Bits: Unity Space Game Tutorial

- From the Youtube Channel "Board to Bits"
- https://www.youtube.com/watch?v=Yk8Rmf0ehHU&list=PL5KbKbJ6Gf982bozKUYrX9C4qN_IQYTXZ