Cycling Helper Prototype Instructions
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Team Example

1. In Unity, select Open Project under File.
2. Click Open Other.
3. Navigate into the folder CyclingHelper.
4. Click Open.

At this point, the scene should open correctly and be displaying. Click the Play button in Unity to run the project. The controls are standard first person controls- WASD to move and mouse to look around.

The locations of the specific alerts are as follows:

1. Car Door Alert- Go to the north edge of the scene, where there are parked cars against the wall. When coming from the east, approaching the second car on the right will play the alert.
2. Better Path Ahead Alert- Go to the south edge of the scene (with two lanes of traffic in both directions) and walk along it. Eventually you will trigger this alert. It can also be found by going north on the eastmost and westmost roads.
3. Stop Alert- Approach one of the stop signs in the central roads. If the stop sign is on your right, the alert will play as you approach.

The ambient channel will change based on the number of cars behind you, and the sonification channel will change based on how close the closest car behind you is.

Component Attribution

There isn't a good way to divide up the different components of the project, as each of us worked in all the various parts as needed. All three of us had a hand in the various scripts, graphics and fine tuning of the sounds in Unity.