TD03 – Menus and Pointing Devices

<u>Important note</u> : Create a new project for testing this TD.

I. Setup

- In your project, open the Unity package manager (Window > Package Manager) and search for *Input System*. Click install.

- Download InputDeviceTester.unitypackage from the course Moodle and import the package

- Open the Scene InputDeviceTester and test the inputs of your keyboard, trackpad, and mouse.

II. Testing inputs (in project groups)

- Choose <u>two devices</u> from different categories on the following list (each group must choose a distinct combination of devices).

A - Pointing	B - Keyboard	C – Gamepad / joystick	D - Trackpad
PC Mouse Ring mouse 3DoF presentation pen	PC Keyboard	Xbox 360 or any gamepad	PC Trackpad
E – Headsets GearVR / Homido / Oculus Quest, Voice (Windows only, needs additional setup)			

- Use the InputDeviceTester to observe which signals are emitted and detected for each device.

III. Menu selection (in project groups)

- In the PlayerCam > Canvas asset in the scene, add two menu buttons: "Create" and "Move"

- Using your chosen input device, allow the user to "click" these two buttons, which changes the internal interaction state:

  ○ *Create*: drops a box on the tile that the user clicks

  ○ *Move*: The user can select a given box and move it elsewhere in the scene

- (**Project – core functionalities**) Implement the two interaction states listed above using the capabilities of your input devices.

  Note : Think about the case study on point and select (today's CM), and make sure the design of your interactions contain the three necessary elements: indication of object, confirmation of selection, and feedback.

- (**Project – optional functionalities**) You can now implement the optional functionalities from the project description, including expanding the menu to select different pieces of furniture, visualize and compare information about the furniture pieces, manipulate the furniture items etc.

  Discuss with your team which ones you would like to implement, and what kind of interaction it should be mapped to for your chosen devices. Test your ideas.

Additional setup for voice

If you wish to add voice control to your project, here is some documentation (only for windows speech):
https://docs.unity3d.com/ScriptReference/Windows.Speech.PhraseRecognitionSystem.html