

# Part 1 Walkthrough

**Start Menu:** “Welcome to the ‘VR for Dummies’ tutorial. This tutorial will guide you on how to explore your virtual environment!”

\*Auto Transition after X seconds\* (maybe audio could read the first menu out)

**Step 1:** “Please press the A and B buttons on your Right Controller!” (Hopefully highlight the button in the environment and/or show a visual display on the screen)

\*User Presses A and B\*

**Step 2:** “Please press the X and Y buttons on your Left Controller!” (Same highlight/visual display)

\*User Presses X and Y\*

**Step 3:** “Move the Right and Left thumbsticks around to complete the circle. Press the thumbsticks once you have made the full circles!” (Have a minimalistic circle that tracks the user’s thumbstick rotation and fills the circle ring in as they move the thumbstick around the rim, will press the circles in like buttons)

\*User circles each joystick and press the thumbstick buttons\*

**Step 4:** “Use your Right and Left controllers to point at the respective controllers on the screen. With your index fingers, press the Trigger buttons respective to each controller to target the pictures!” (Once they point and click the Trigger buttons, have the pictures of each controller animate in a little exploding way/pop out a little and shrink back down to nothing as it disappears)

\*User points and presses the trigger at the pictures to make them go away\*

**Step 5:** “Please point at the hands in the screen and with your middle fingers, press the grab button on each respective controller to move the Right and Left hands into the correct slot! (There will be animated or pictures of hands that the user will need to grab and slide into a hand shaped slot, one that fits both a Right and Left hand so they can use the functionality on both controllers)

\*User moves the hands into positions\*

**Step 6:** “Congratulations! Now you’re ready to try moving. Sometimes movement can be jarring to new users. There are movement options in the menu to adjust your locomotive settings to your experience with VR.”

“With your Left thumbstick, press forward to see a circle on the ground. Release the thumbstick to teleport to the indicated position or press (BUTTON) to discard your action.”

\*User teleports to indicated position\*

**Step 7** (on screen at other position): “Great! This time, before you teleport, try using your Right thumbstick to indicate the direction you will face after teleporting. There will be an indicator on the ground (a little yellow arrow) showing the direction you face after moving. Please teleport to the indicated position and face the table using your Right thumbstick.”

\*User teleports to indicated position facing the table”

**Step 8** (at the table): “Fantastic! Try picking up the cubes with either Trigger and placing them on top of each other.”

\*User places the blocks on top of each other\*

**Step 9**: “Perfect! You’ve gone through the basics of manipulating your environment. Feel free to try more activities, such as throwing the balls that are on the table or teleporting to different stations in the room. When you are finished, you may exit the application or move on to Part 2.”

\*User messes around in the environment and chooses to move on to Part 2\*