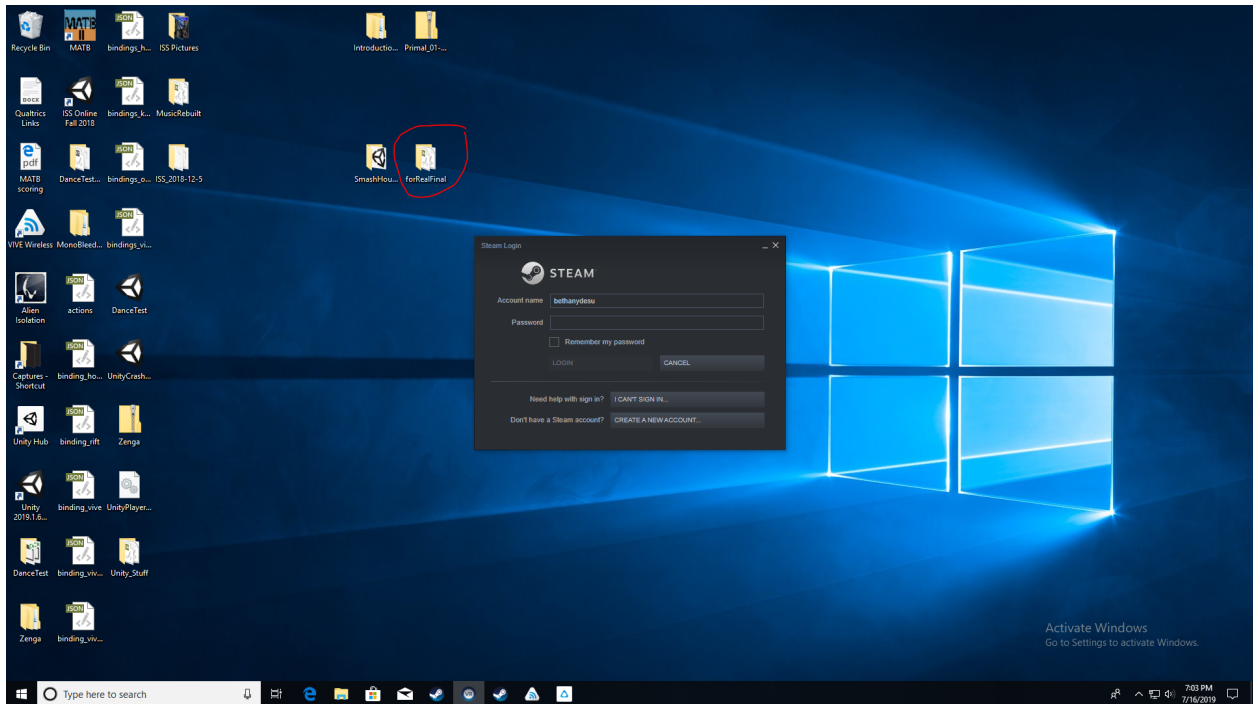
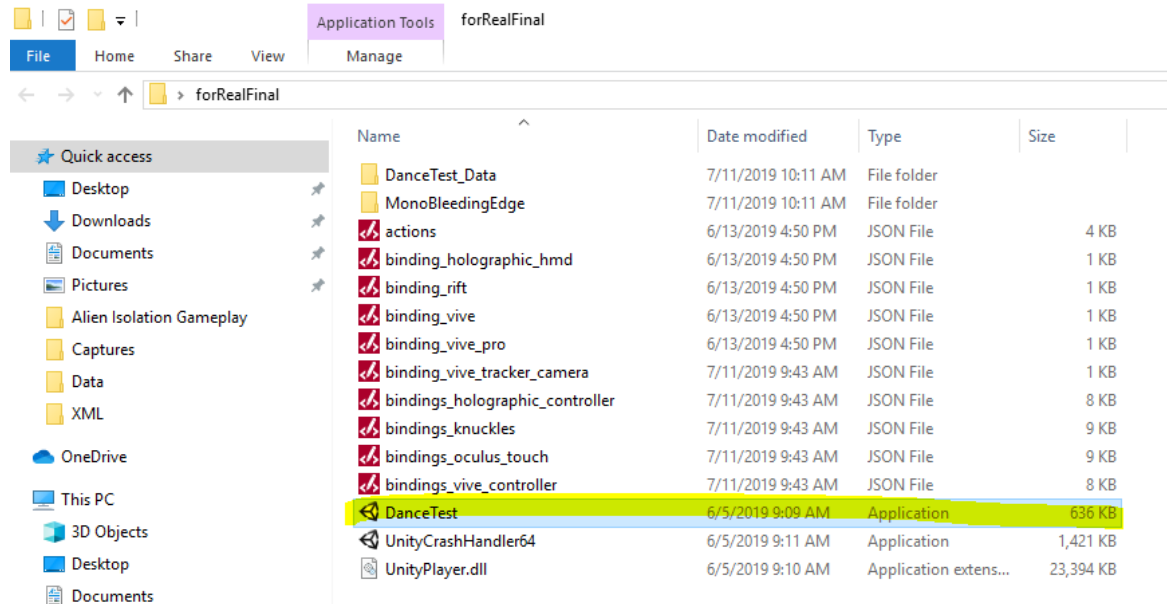


Unity Instructions

The game is called “DanceTest” and it’s in the forRealFinal folder, which is next to the Smashy Room folder



Then click on the DanceTest build (it has a Unity logo)



Spacebar is the reset button. 2es Once the game is booted up be sure to set up the competitor, dance, and then hit the “S” key to start:

- Gender and skin tone (QWER)
- Dance (Pick **green** #s)
- Then hit “S” key to start

Hotkeys:

Q = white male

W = black male

E = white female

R = black female

Dances and notes.

1 = Twerk (easy)

2 = Bellydance (easy)

3 = HipHop (medium)

4 = Rumba (medium)

5 = Shuffle (medium)

6 = Bboy (hard)

7 = Salsa (hard) // We might have to delete this dance because the feet are messed up

General Notes:

Need a space bar for the reset.

What are we going to do is they do not dance.

- Kind of like the TSST, we could say, "There is still time, please continue."

If headset is not detecting, one solution is to go past the black curtain to this tiny white remote on the wall... and turn off base stations 3 and 4 to reboot them

Ezera:

1. Smashy room:
 - a. It was slow to start up. Need to make sure that we have it working beforehand.
 - b. Was never done

2. 1QS

a. There was no dancing, The participant checked out

3. 2QS

a. We got the Same reaction, There was no attempt to learn the dance.

4. 3WS

a. Same Thing

5. The VR part went well, all portions worked as expected.

Participant 1:

saliva sample Start times:

- Time 1: 3:15
- Time 2: 3:49 - 4:05
- Time 3: 4:17 - 4:31
- Time 4: 4:47-4:58
- Time 5: 5:14-5:24
- Time 6: was not done

Baseline: 3:42 for 1 min

Samshy room ended at 8 min

4:05 the spitting for vile 2 ended.

Task was started: 4:09.

Finished at 4:16

Base: 00:30-01:30

Control: 03:00-08:00

Dance: 29:20-36:20