**Car Game**

**Description:** Player will be given an object broken into pieces so he/she can put them together. In this example, there is a car that must be assembled. Game designed such that object can be anything, as long as it can be broken into pieces.

At the start player will be spawned next to the button which he/she must press to start the game (on button press, player will be teleported next to the table where an object with broken pieces located at).

**Guide to how to make a new object for assembly:**

For this example, let’s say we have house object, which we want player to assemble.

Assuming house has four objects that can be split apart. Front, back door and left, right windows.

1. Break objects apart. The pieces to assemble must be removed from parent object. In this case take all doors and windows apart from the main object.
2. Create a new game object on the car, for convenience sake name it SnapZones.
3. In SnapZones game object
   1. ADD a script called missing parts
      1. How Many: 4
      2. The rest can be ignored.
4. Next, create another game object make it a child of SnapZones. Find an appropriate spot for it. Ex: for front door, create a new gameobject name it front door Drop zone and place it on the area where you want player to drop the door at. Then do the followings.
   1. Add a collider. Set Is Trigger to true.
   2. Add a script called VRTK\_Policy List and then set the following:
      1. Operation: Include
      2. Check Types: Tag
      3. Size: 1
      4. Element 0: Cubes
      5. All of the above allows only one object tagged Cubes to be accepted when player hovers over the collider.
   3. Add a script called Custom Drop Zone
      1. Set new tag to “Cubes”
      2. In Valid Object List Policy drag and drop the object itself (in this case front door Drop zone).
      3. Highlight object prefab or highlight color are options but makes it look good. Play around with it to make it look like how you want it.
5. **Repeat step 4 for back door, left right window. But make sure every object has unique Tag unless both**

**If you have any questions regarding VRTK look here for more info: https://vrtoolkit.readme.io/docs**