**Opening the project:**

The team opens the project into the MenuOfLoci.unity scene. This is located in the Scenes folder.

**Building:**

Select Build Project. The scene at the top should be MenuOfLoci. in position 0.

**Running the Project:**

A successful build will create the file “MenuOfLoci.apk. Use SmartSwitch or some other transfer method to place this .apk on your Gear S6 or Gear S6 Edge. Disconnect your phone from your computer, browse to the folder on the phone, and touch the icon for the .apk file. Select “Install,” and after install, select “Open” or find MenuOfLoci in your apps and run. Place your phone in the Gear VR.

**Operation instructions:**

The MenuOfLoci environment selects items based on raycasting to that object. The ray extends in the user’s GazeDirection. We use a small, yellow dot to represent the endpoint of our ray.

There are two types of objects that may be raycasted to: Category objects and Video objects. If you have raycasted to a Category object and touch the touchpad, you will move from your current position to that object. Hitting the back button at any time will return you to the point of origin.

We currently have implemented two separate areas in this scene. One for the MilkVR menu, located at the user’s position when entering the scene. You will find that to the far right is the Oculus area. This is to illustrate our concept of having two separate stores occupying the same space. Clicking on Oculus categories will not bring up thumbnails, due to time issues.

Once you have arrived at the object, a menu with video thumbnails will display. These items are arranged in several rows, and are pulled dynamically from a RESTful web service running on Amazon Web Services. Most categories have a few items; for the Action category, we have extra database entries to artificially populate the category. This shows off the way we use flicking up/down to run through many rows of thumbnails.

**Additional Items:**

Due to the nature of our project, several activities produced items other than Unity code. Please also find attached the following:

Models folder with models developed.

UI Sketches from the UI team’s concepts.

REST Service Eclipse project zip.

VR Database sql archive file.