**Team 11**

Shurong Tian - sxt151030

* Found and imported all the assets that were needed for the project
* Used Blender to adjust the assets based on our needs, such as, breaking the burger apart and re-center the origins, adding texture paint to the stove for dial marks
* Drew the walkthrough instructions
* Set up the kitchen environment and put the assets in places for the game
* Adjusted animated effects and created different texture for each state of the cooking patty
* Added fire effect to the stove and finished effect to the plate
* Tested the game and discussed issues with team
* Cleaned up project, wrote documents for each submission and recorded team weekly progress

Saran Sundararajan - sxs162330

* Wrote code to control the oven dials, plates, and pans
* Create a simple environment and initial knife interaction controller
* Designed algorithm to stack food and detect stacks
* Developed state controller for the plate

Arthur Pachachura - aap160030

* Heavily modified the awful interaction engine that VRTK built
* Designed the object hierarchy and interaction controller patterns
* Developed the interaction physics system, specifically focusing on knife throwing (spent 5 hours aiming for an accurate knife throwing physics sim - it’s not far off now)
* Created an outline shader
* Developed chopping system
* UV mapped textures in Blender and photoshopped some of these textures in Blender
* Tested the game using a VR headset
* Implemented VR-compatible and simulator control

**References:**

Basket - https://www.turbosquid.com/FullPreview/Index.cfm/ID/1500562

Book - https://www.turbosquid.com/FullPreview/Index.cfm/ID/815822

Burger - https://www.turbosquid.com/FullPreview/Index.cfm/ID/998401

Tomato - https://www.turbosquid.com/FullPreview/Index.cfm/ID/758044

Cutting Board - https://www.turbosquid.com/FullPreview/Index.cfm/ID/570227

Knife - https://www.turbosquid.com/FullPreview/Index.cfm/ID/1387505

finished effect - https://assetstore.unity.com/packages/vfx/particles/dl-fantasy-rpg-effects-68246

Stove Fire - https://assetstore.unity.com/packages/vfx/particles/fire-explosions/procedural-fire-141496

Onion - https://assetstore.unity.com/packages/3d/props/food/free-4k-scanned-vegetables-minipack-135434

Stove, Counters and Plate - https://assetstore.unity.com/packages/3d/props/coffeeshop-starter-pack-160914

Hands - https://www.turbosquid.com/FullPreview/Index.cfm/ID/463667

Pan - https://assetstore.unity.com/packages/3d/props/food-and-kitchen-props-pack-85050

**Gameplay:**

* To access the simulator: press F2 to release the cursor then click the "Simulated VRConfig" button.
* Move the hands close to an object and left click to hold the object. If holding knife, swing the mouse un and down to chop the tomato. To drop an object, release the left mouse button. By hold left mouse button on dial, the user can rotate it. In a similar manner, use the right mouse button to control the right hand. If in VR mode, use triggers instead of mouse buttons to grab/release objects.
* Objects near the hands will highlight yellow indicating that they may be grabbed. These objects include food items, knives, pans, plates, and stove dials.
* Only some objects may be chopped.
* To complete the burger, follow the directions on the book located on the table. Place correctly cut or cooked food items on top of each other in the correct sequence until the plate turns green, indicating the end of the tutorial. You can continue building the burger, however, as there are still issues with the raytracing on burger formation and only the first few layers are checked at this time.
* **We recommend playing in a real VR headset** as some of the interactions require rotating your hands, which was not added into the simulator. Picking up objects can be a bit odd in the simulator, and they are still a bit off in VR but should be reasonable.
* Beta test users loved, unequivocally, throwing knives at things and chopping in midair. We strongly recommend trying to chop a tomato in midair in VR – it’s hard, but worth it.