**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

Arthur Pachachura - aap160030

**Reference:**

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

**Game Play:**

* To access the simulator: press F2 to release the cursor then click the "Simulated VRConfig" button
* In simulating option on PC, simply get close to the object and left click to hold the object. If holding knife, swing the mouse un and down to cut the tomato. To drop an object, release the left click. By hold left mouse button on dial, the user can rotate it.
* In VR environment, trigger is held when hand near object grab. Trigger is released to drop the object. While holding the knife as object, swing had up and down to cut tomato. The user turns the dial while holding onto the trigger and turning user’s hand.
* These states have a visual change, the nearby objects turn blue with a yellow highlight, the knife turns red when it is brought down in a chopping motion, the tomato turns green if it is touched by the knife when the knife is red to show it is now cut, the dial can be rotated when it is grabbed, the grabbed object such as knife or tomato can also be dropped or swatted away with the hands or other objects.