

Simone Levy VR Game - User Guideline

Installation

1. For complete gameplay, you will require:
 - USB connection or VR Airplay connection
 - PC
 - Oculus Device
 - VRGame .apk file (LatestBuild)

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IAME ↑

UPDATED



LatestBuild.apk

Today by Simone Levy

Ensure that your VR device is put into ‘developer mode’ before attempting to connect the USB. You can do this on your Meta App on your cell phone or through the Meta Quest device settings, under Settings > System > Developer.

2. Allow your Oculus to accept files from the PC you have connected to.
3. Build & Run the .apk file. It might take up to a minute, but upon startup, you will see the “Made with Unity” screen appear on your device.

Upon initial startup of the game, the user will be loaded into the main scene where the tutorial scrollbar will display in front of the user (Refer back to Figure 2) allowing the user to scroll through the text using the scrollbar and VR controller. The tutorial will explain to the user the purpose of the game and encourage them to explore the environment.

While the user walks throughout the environment, they will see a text-box in the distance which will indicate that there is a water source or part of the water cycle that they should further investigate. Upon approaching the text-box, the user will see an animal along with a textbox and scrollbar explaining the purpose of the water source and how exactly it corresponds to the water cycle (Figure 4).



Figure 4: Cat and Water Source

There are **three** total cats in the scene, each of which correspond to a different water source in the environment. There are two water sources in the scene that contain spatial audio sources that become gradually louder as the user approaches. One spatial audio source has been added to the pond, while the second source is added onto the beach.

A second aspect of the game is the throwable rocks in close proximity to the pond object. These rocks (Figure 5) contain a grabbable component which allows the user to pick them up and toss them into the pond below.

The game does not have an intended ‘end’, as it is an observational learning game that focuses on exploration rather than usual ‘gameplay’. I realize now that this could have been mentioned in the original tutorial so that the user is aware that the game does not directly ‘end’ or ‘conclude’ in any specific way. However, the user will come to the end of the game upon viewing all three animals in the environmental scene.

