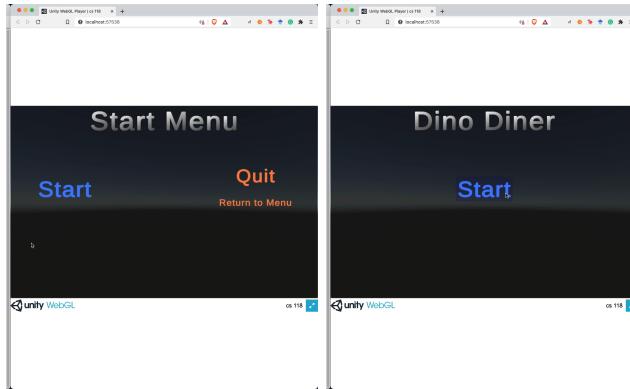


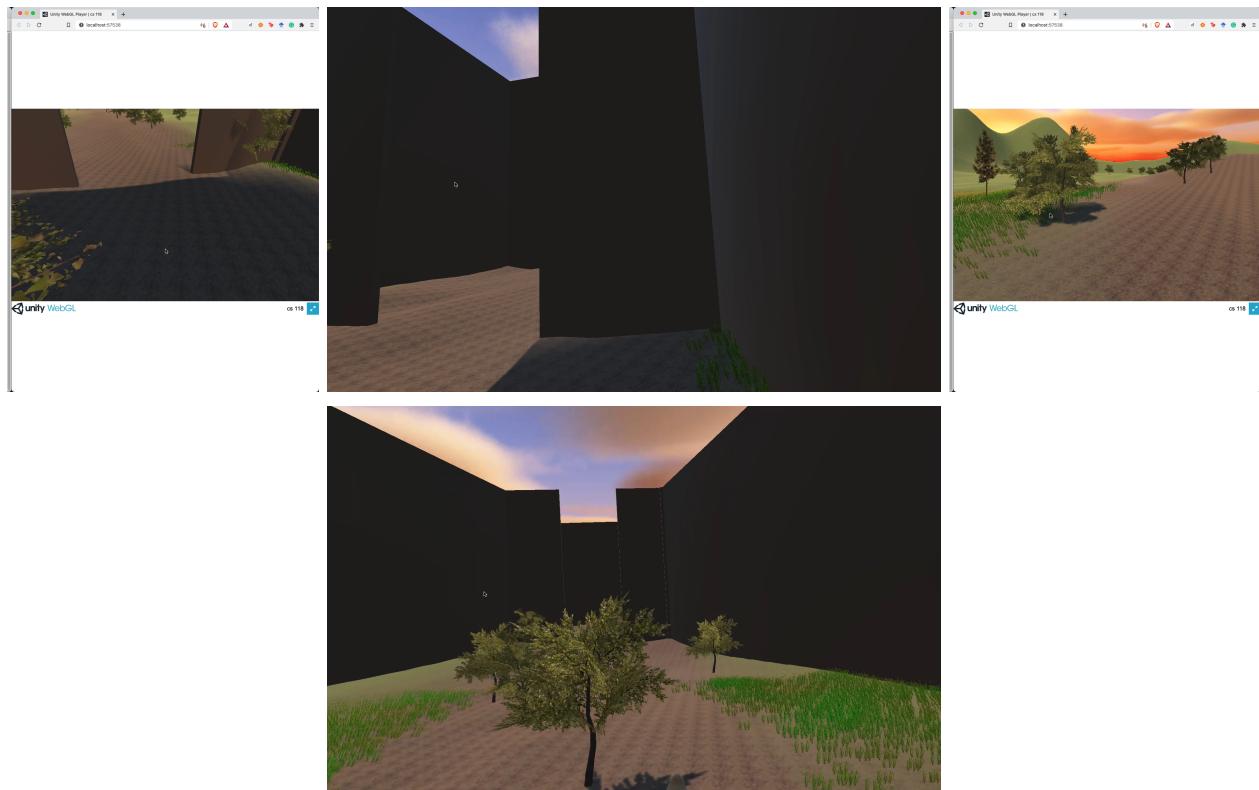
Assignment 1 Report 1 — Spencer Churchill

- Scene contains a useable start menu UI — **0:00**



- Start menu has a start button and a quit button. — **0:28**
- Have a button in the scene that when clicked returns to the main menu while in the scene. Or click escape or Q to quit the game and return to the main menu. — **0:38**

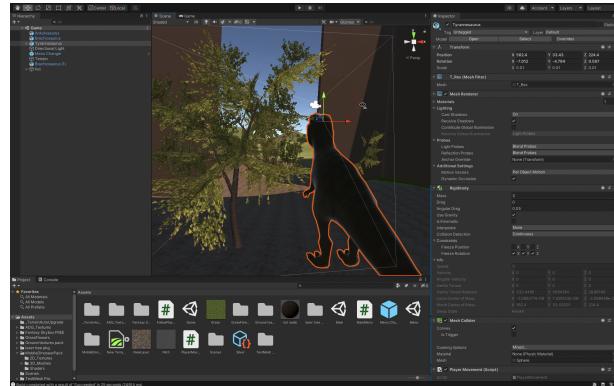
- Scene contains the following objects — **0:50**



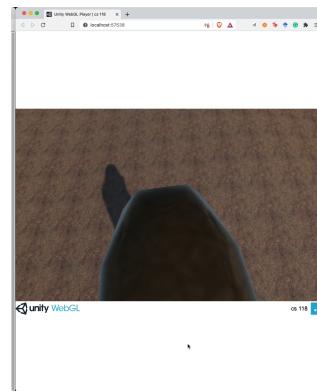
- Have a floor and a path for the user to walk on. — **0:54**
- At least two different rooms and a door to pass through. — **1:13**
- Have some static objects (like table, cubes, trees, animals) exist in the scene at load time. These objects should be on either side of the path. — **1:24**

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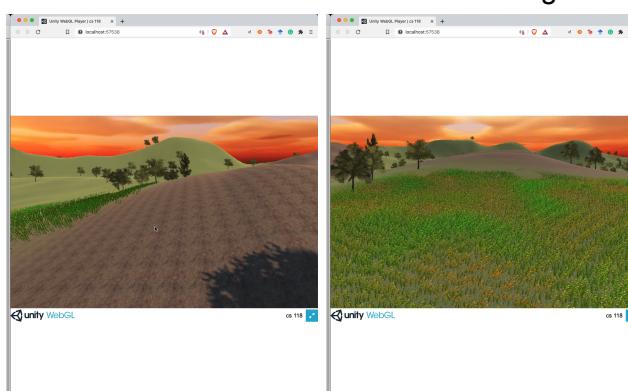
- The objects should not all be the default grey color. Add some materials with varied colors to your objects. — **1:45**
- Scene is room-scale. Objects in VR are sized with respect to the viewer. — **2:00**



- 1st person/character controller that can run on the floor. Camera follows the character in first person perspective when playing. — **2:42**
 - Character can be either an asset you download or make your own. — **3:05**



- Minimal interaction
 - The user should be able to walk on the floor and not fall through. — **3:14**



- The user should not be able to walk through walls. In other words, specific objects such as the walls should be “rigid bodies” in Unity. — **3:25**