

USER MANUAL—VR FITNESS GAME

Fun and fitness combined

1



Set-up the game and run on the headset

2



Navigate the game using the menu

3



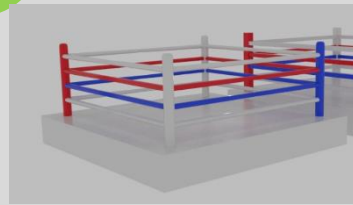
Play your opponent, Dimples

4



Punch, block, or dodge to win the match

5



Build up your fitness and stamina by playing daily

1.Introduction

This user manual will focus on explaining this project to the users who are going to play this game. If you are using this project for the first time, please refer to the User's Guide to learn how to set it up.

2.Project details

The domain area of this project is for people who are currently passionate about fitness and are looking for new and exciting ways to incorporate it into their daily lives, as well as people who are looking to get into fitness and need a fun way to motivate them.

3.User's Guide

3.1 Setup

We will convert the game into a APK that can be ran. Setup the game by connecting the headset to the desired computer/laptop and running the file that we will provide. They will then find any available headsets to run it and the acquired headset will show up. The game will then start through the headset.

3.2 How to Play

After loading the game, the main menu will appear.
Select the option you want using the pointers from the oculus controllers.
Clicking play will take you into a match against your dynamic opponent, Dimples.
Dimples will mimic a real life boxing opponent.
You will have to use your offensive skills to hurt the opponent, but also your defensive skills to avoid being hit by the opponent.
The headset will pick up any movement of the controllers and will mirror any actions performed on the screen accordingly.
The game is based around agility and stamina.
You will punch and block your way to win the game.
If successful, Dimples will fall to the ground and won't get back up.
If not, Dimples will win and the game will end.
You will then be taken back to the main menu.
Build up your fitness and stamina by playing multiple matches a day.

3.3 Input and output

Input will be movements from the user captured by the Oculus headset. The game will respond accordingly.

3.4 Errors

Errors should be reported back to our team as a bug. We will then fix the issue and update the game accordingly.

3.5 Help

Click on the help button on the main menu for a brief instruction manual otherwise read the user manual.

4.Operating environment

4.1 Hardware

The game has been made into an APK which can be run on specific headsets that are able to compile with the unity software. We have been using oculus quest headset and would recommend it as it complies very well with the software and produces high quality visuals.

The game is in a playable format which allows the client to run and experience the game as we intend it to be played. User's will be able to use the headset so that they can immerse themselves in the game.

4.2 Software

The game has been made using unity but no supporting software is need for the client to be able to run the game.

6.List of operation commands

Punch - punching the air using Oculus Headset controllers.

Block - blocking your face using the Oculus Headset controllers

Look about - moving head wearing the headset

Click on Options - using the Oculus controllers to point and click

7.Operation example:

Use your hands, holding the Oculus controllers, to move the avatars arms around.

This will look like boxing gloves being waved around on the screen. Using this, you can punch and fight the opponent that appears once you have clicked 'PLAY' from the main menu.

9.Future updates:

We are very proud of our project and intend to improve and enhance the game. We want to meet all our specification requirements. We want to add a tracking aspect that keeps track of the players recent playing and any improvements the player has made. We think this is a crucial aspect to most games. Although all though it is not too important to the fitness side, we feel like it would be a nice feature to implement.

We would also like to implement a training aspect. We want to allow the user to practice without it being in a fight to allow the user to progress and enhance their skills, agility and stamina. This will allow the user to push themselves and build their fitness.

10. System Maintenance

The game testing can be performed by testing all features of the game and checking that they are up to date and work effectively and as desired. System maintenance won't be too much of an issue as the game is only being run on a small scale and won't require any updates. The software won't need to be kept updated as the game will be short term and won't have any major updates aside from bug fixes. It should always operate smoothly when being ran and won't lead to any downtime. The server should always run as expected and isn't connected to the network so should not experience any errors or lags due to network failure. It won't take up much extra memory as the game is being ran as there is no data being saved currently. Any errors experienced should be reported back to us to make us aware of any bugs that need to be fixed.

Any future system/function development that could be made will be converted into a APK format and sent directly again. This can be ran as normal with the updates implemented already in the game. As the game is not connected to any network there is no way to send across any updates for the user to download themselves. This isn't the most effective way to produce a game on a big scale. However, we are testing the game for a smaller scale and allowing our client to use it and make sure that they are happy with it before enhancing it to a bigger scale product. This will avoid any confusion for the client and will also make the user experience more enjoyable as there will be no waiting time for downloads and system updates to take place.

- . Regarding the user manual we will be looking at the following criteria:
- The user manual should be clear and understandable for both technical and non-technical users. (20%)
- The user manual should cover all functional aspects of the system, and any other elements that it is deemed useful to know. (30%)
- The user manual should deal with issues such as how to perform system maintenance and implement future system/function developments. (30%).