Read Me

Our project is inside the “Main” scene located in the Assets folder.

The environment is a small campsite in the woods, with a nearby stream, cliff, and part of a logger’s house. Its nighttime, with a small campfire and fireflies flitting about.

To travel you use the right trigger (or right mouse button) to move in the direction your right controller is facing in. Move the controller closer or farther from your body to control speed.

Reverse your direction by holding the left trigger (or left moue button). This can allow you to hold your controller more like a rudder, where you move in the opposite direction that its being held.

Finally, you can speed up your movement by 2x by holding down the left trackpad (or middle mouse button), because your arm can only stretch out so far.

Our 5 states are Stationary, Moving Forward, Moving Reverse, Moving Forward at 2x speed, and Moving Reverse at 2x speed.

We have attached stream sounds to the river looking section of the map.

We have attached campfire sounds to the campfire object in the scene.

We have attached wind rustling through leaves sounds to each tree in the scene.

We have attached crickets chirping to some of the tall grass objects in the scene.

We have attached an owl hooting to a hidden object on the cliff in the scene.