3D Nursing VR Simulator
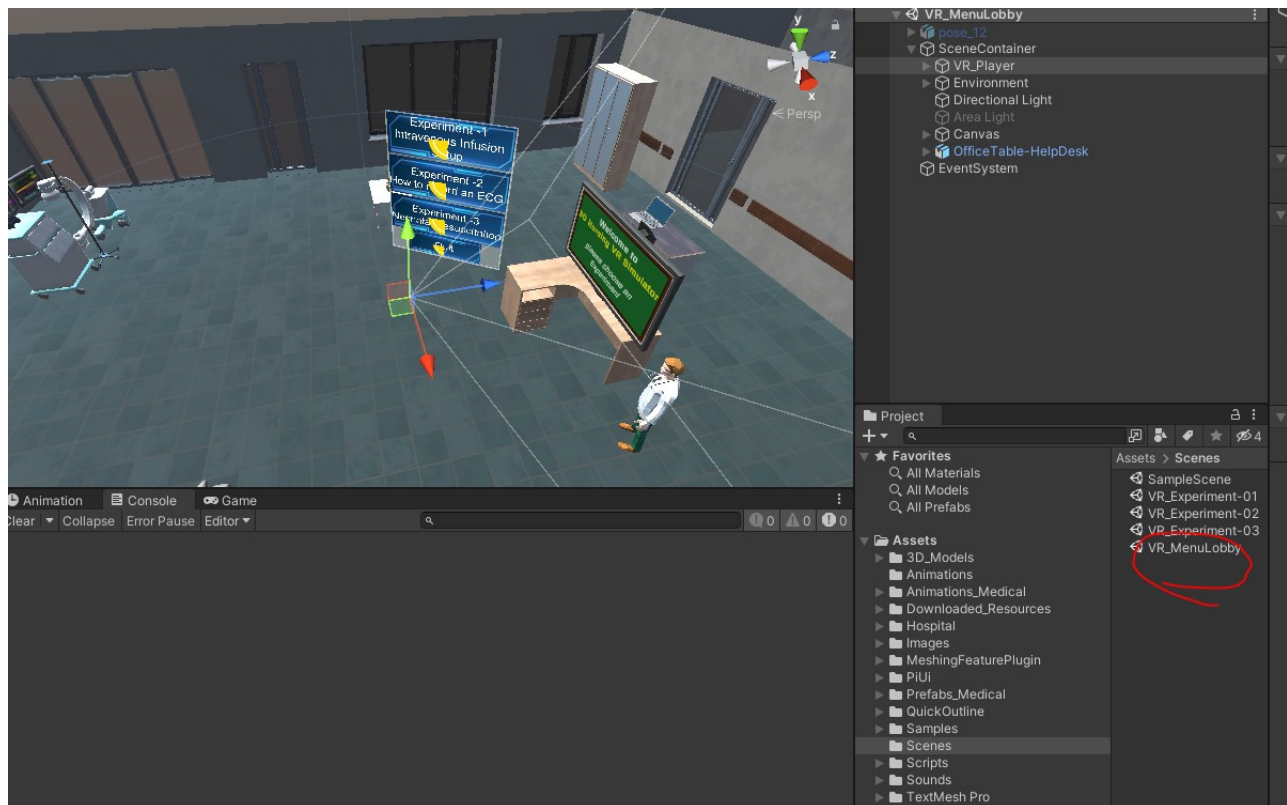
how to test the project

the project can be tested in one of the following 2 options:

1. using unity project source

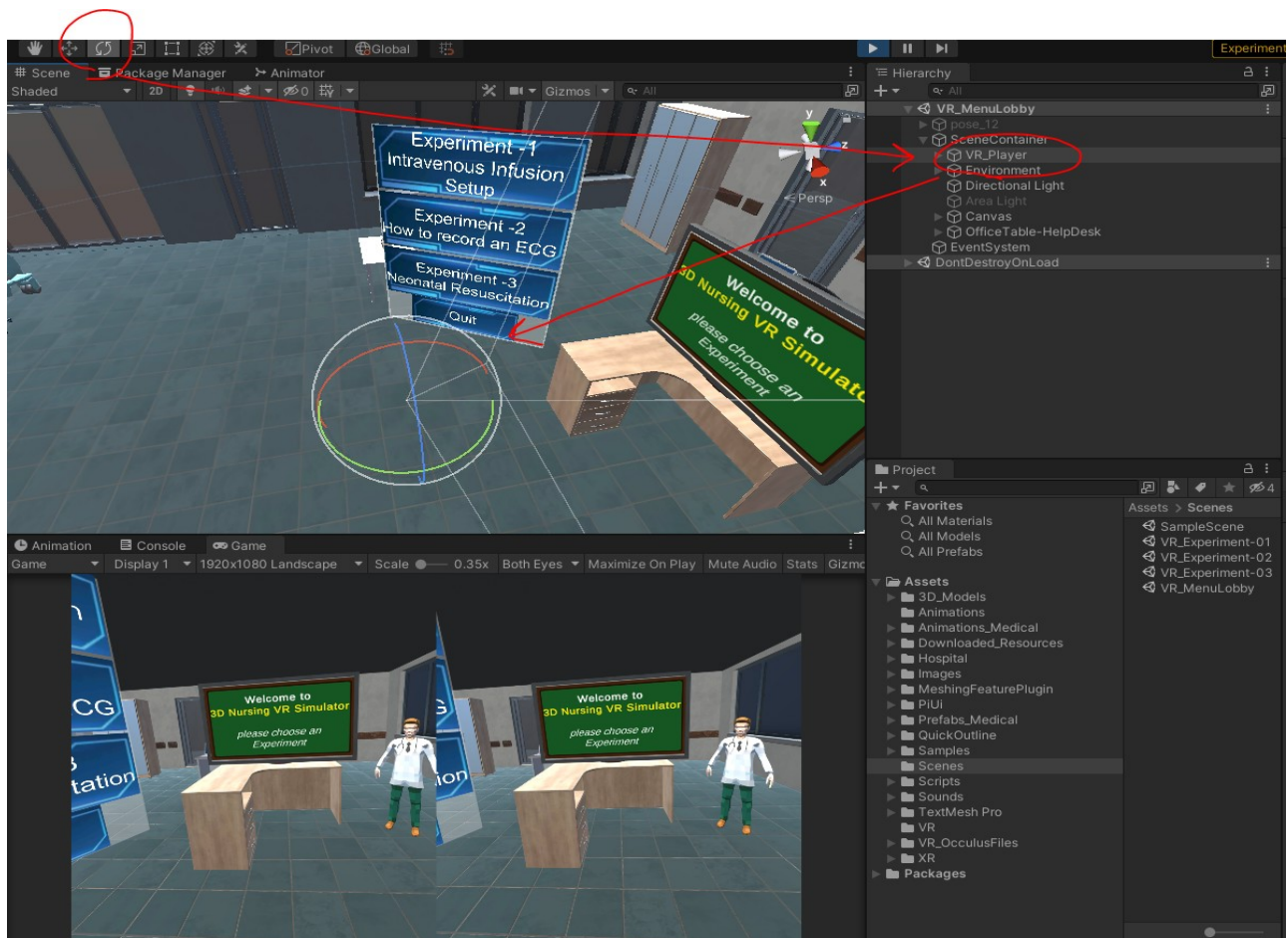2. using Android Application

Option 1: testing using source code:

1. Clone the project from github

2. use unity 2021.1.26f1 or newer version

3. open the project from the sub-folder: "\Source\Nursing-Sim"

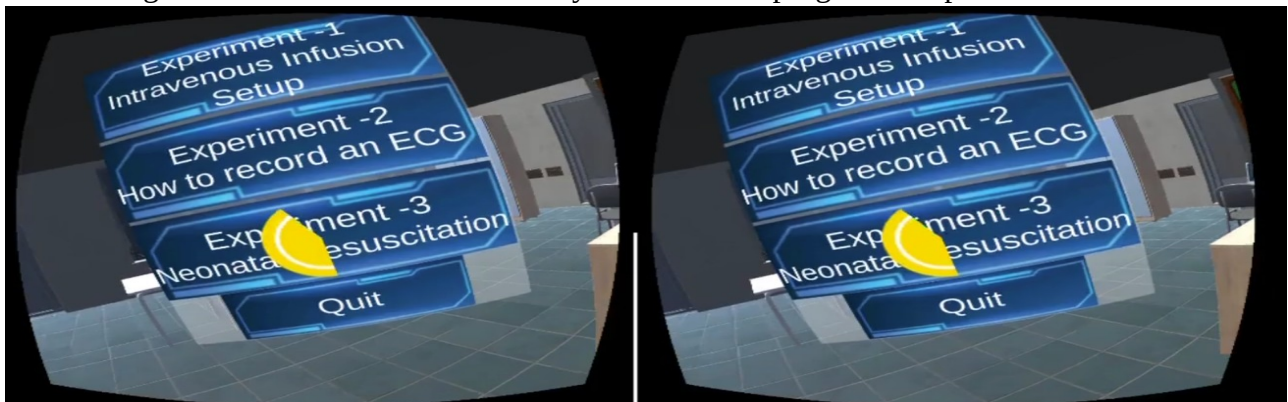4. open the main scene at "Assets\Scenes\VR_MenuLobby.unity"

5. run the demo

6. to simulator the headset rotation inside unity editor you can use the rotate tool for the object VR-Player
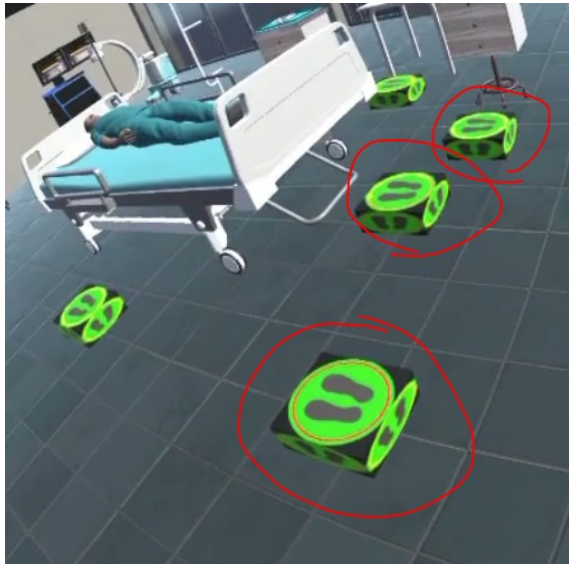

Option 2: testing using Android APK:

1. Install the application APK from path : "Executable-Android APK\N20.apk"

2. open the application NursingSimulator2 using android mobile

3. put the mobile device inside a mobile headset

4. the application is gaze based (ie. it uses eye direction to select action), to select any action keep looking at it for about 2 seconds till the yellow circular progress completes

Mobile Controls

The mobile application is gaze based, so it depends on head rotation and eye looking duration.

1. camera rotation: is done by rotating head

2. Movement (Walking): it's teleportation based. So, you can move by looking 2 seconds into one of the green boxes on the ground. When the yellow circle completes the teleportation is executed and position changes.

3-Using items and UI buttons: if item is usable, then by looking at it a blue panel appears, and if looking time is 2 seconds, then a yellow circle is completed and the item is used