Find The Source
A VR Maze and Puzzle game for the Samsung Gear VR
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Documentation
Included with this package are all of the necessary files and instructions to run this application.  This application is designed for Android 5.0 Lollipop or higher.  To play the game you will need a Samsung Gear VR, a bluetooth controller native to android, and a compatible Samsung phone.

To Compile and Install the app:
This application was created in the Unity game engine, version 5.3.4p6.  To compile this application from the enclosed Unity project files, one must install the latest version of Unity from unity3d.com/get-unity/download.   Additionally, you must have the latest versions of both the java SDK and android SDK.  The optional NDK tools within the android SDK should be installed with the most recent APIs.  The Java SE development kit can be found at http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html Android Studio, which includes the android SDK, can be found at http://developer.android.com/sdk/index.html.

Although the project can be run in a play mode in Unity, to install on an android device will require an Oculus signature (osig) unique to each device where an Oculus based VR app will be installed.  To receive and Oculus signature, go to https://developer.oculus.com/osig/.  Open the enclosed Unity project, named GearVR Unity Project 1, inside of Unity.  Place your osig file inside of /Assets/Plugins/Android/assets/ This will enable you to install this app onto your android device.  Before compiling the project, ensure that in Unity Preferences → External Tools, environmental variables are set to properly point to the locations of android SDK, Java DK, and NDK(this should be within your android SDK folder).  All other relevant project settings will be loaded in the Unity project.  Next, download the appropriate drivers for your device from http://www.samsung.com/us/support/downloads.  On your device, enable developer options and USB debugging.  Connect you phone to your computer and select enable USB for phot transfer on the drop down status bar.  You are now ready to build your project.

Enter the build menu and select Build and Run.  Unity will compile the project and send the apk file to your device.  Select the app icon from your application list, then insert the phone into the gearVR. The game will begin automatically.

Use the bluetooth controller to walk forward and  move your head.  Some user may experience discomfort due to perceived user movement in the virtual environment.  If this is the case, close your eyes momentarily.

The first level has been implemented.  Please enjoy, more levels to follow.