

Appendix A – System Manual

In this project, applications developed in three platforms are provided, future developers can extend it based on anyone of them. In this section, instructions to set up these system will be given in details.

Platform1 : Android

Source Code Download Link:

https://drive.google.com/open?id=1luxKp_8TK3g1PDzg9Z6Ts0NIgBf5iiGv

Requirements : Android Studio / Android Device (4.4 or higher)

Step :

- Download the zip file from given google drive folder, and unzip it locally.
- Start Android Studio, and find the folder from saved path by opening existing Android project.
- Connect the Android phone to the laptop and click run button to run the app. (Android Debugging should be enabled during this step)
- Edit code in samples/sdk-treasurehunt/src/main/java/com/google/vr/sdk/samples/treasurehunt

Reference:

<https://developers.google.com/vr/develop/android/get-started>

The Android prototype is developed based on Google VR Android SDK. Check official documents for further information.

Platform 2 : iOS

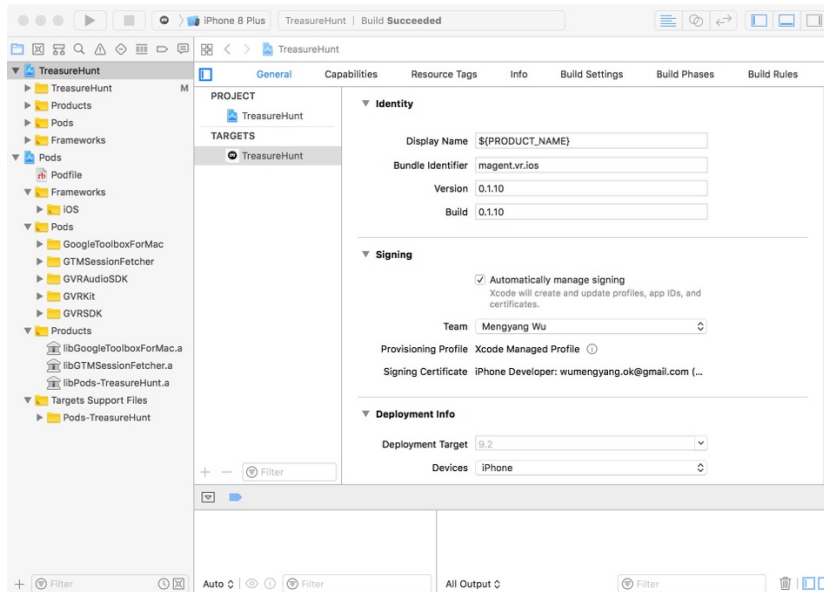
Source Code Download Link:

<https://drive.google.com/open?id=1TbI9vj1lZbHxqoalwQ8Q1iRNrgd3yFyP>

Requirements : OS X with Xcode installed / iOS device

Step :

- Download the zip file from given google drive folder, and unzip it locally.
- Install COCOAPODS (<https://cocoapods.org/>)
- Change directory into MagentVRiOS/, open TreasureHunt.xcworkspace with Xcode



Click TreasureHunt on the left top corner, set identify and signing information if needed.

- Connect the iOS device to the laptop and click run button to run the app.
- Edit code in TreasureHunt/.

Reference:

<https://developers.google.com/vr/develop/ios/get-started>

The iOS prototype is developed based on Google VR iOS SDK. Check official documents for further information.

Platform 3 : Unity

Source Code Download Link:

<https://drive.google.com/open?id=1jzOx5ZtzStBI0G4ve0PXup-3BQnfA3W>

Requirements : Unity / Xcode (With iOS device) or Android Studio (With Android device)

In the drive folder, the original Unity project and a generated iOS app are both provided. iOS user can test this app without opening the Unity project. But for editing the Unity project, Unity and mobile platform are both required.

For simply run the Unity-iOS application:

Step :

- Download the zip file ios_unity from given google drive folder, and unzip it locally.
- Install COCOAPODS (<https://cocoapods.org/>)

- Open Unity-iPhone.xcworkspace with Xcode

▼ **Signing**

☒ Automatically manage signing
Xcode will create and update profiles, app IDs, and certificates.

Team Mengyang Wu

Provisioning Profile Xcode Managed Profile ⓘ

Signing Certificate iPhone Developer: wumengyang.ok@gmail.com (...)

▼ **Deployment Info**

Deployment Target 8.0

Devices Universal

iPhone iPad

Main Interface

Device Orientation ☐ Portrait
☐ Upside Down
☒ Landscape Left
☐ Landscape Right

Status Bar Style Default

☒ Hide status bar
☒ Requires full screen

Click Unity-iPhone on the left top corner, set identify and signing information if needed.

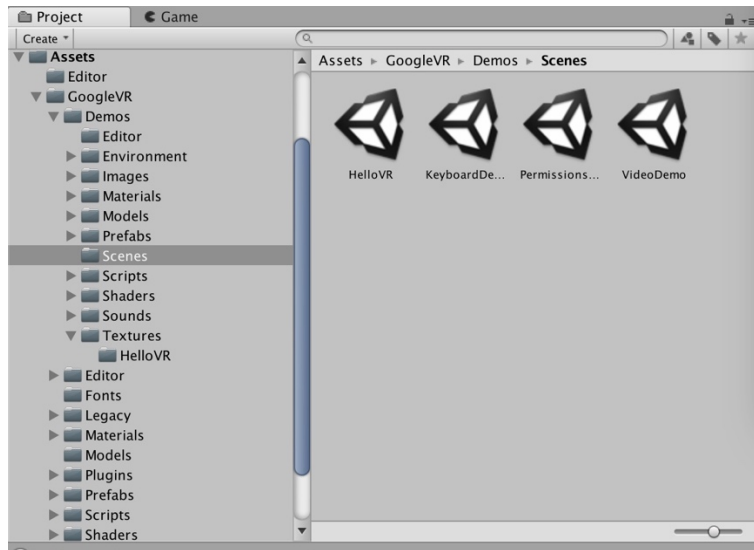
The device orientation should be set to Landscape Left.

- Connect the iOS device to the laptop and click run button to run the app.

For future development on Unity:

Step :

- Download New Unity Project, and open it with Unity
- In the project path, choose Assets/GoogleVR/Demos/Scenes/HelloVR to open the scene.



- Edit code in Assets/GoogleVR/Demos/Scripts/HelloVR
- To apply any changes in the generated iOS app, a new iOS project is to be built by Unity. Choose File->Build Settings to add iOS platform and click “Build and Run” to generate and run with Xcode. (Instructions for Xcode is mentioned before)

Configure build settings and player settings



1. Select **File > Build Settings**.
2. Select **iOS** and click **Switch Platform**.
3. In the **Build Settings** window, click **Player Settings**.

Configure the following player settings:

Setting	Value
Player Settings > Other Settings > Virtual Reality Supported	Enabled
Player Settings > Other Settings > SDKs	Click + and select Cardboard
Player Settings > Other Settings > Target minimum iOS version	8.0 or higher
Player Settings > Other Settings > Bundle Identifier	Follow reverse the DNS format suggested by Apple

Reference: <https://developers.google.com/vr/develop/unity/get-started-ios>