Jumping Robot
Parameter Passing

Walk Through

The basic interactions will use Oculus Touch. Shown in the image below, there are two triggers, one under the index finger and one under the middle finger. In this game, most interactions will be based on these two triggers. There are two major gestures in the game that you should learn (shown on the next page).

Triggers

Index Finger

Middle Finger

Gesture 1: point your index finger up, and raise your thumb.

Gesture 2: Make a fist with your right hand. (Make sure that you put your thumb on the touch pad next to the buttons and squeeze the index and middle finger triggers).

Objective

The objective of this prototype is to build a jumping robot. There are three steps needed. First, make a model with a raw cube and a model design. Second, make a textured model with a texture design and a model design. Third, make an animated textured model with an animation design and a textured model.

Interaction

 If you use *gesture 1* (raise index finger and thumb of the left hand), you will see an inventory with different materials in it. Turn backwards, you will see a ledge. If you move your hands closer to the ledge, you will a circle showing the appropriate material for each of the slots (there are two slots per ledge). For the first stage, you will want to put in a raw cube onto the "cube" circle, and a "model design" onto the model design circle. Use *gesture 2* (press both triggers on the right hand) to grab the item onto the corresponding field.
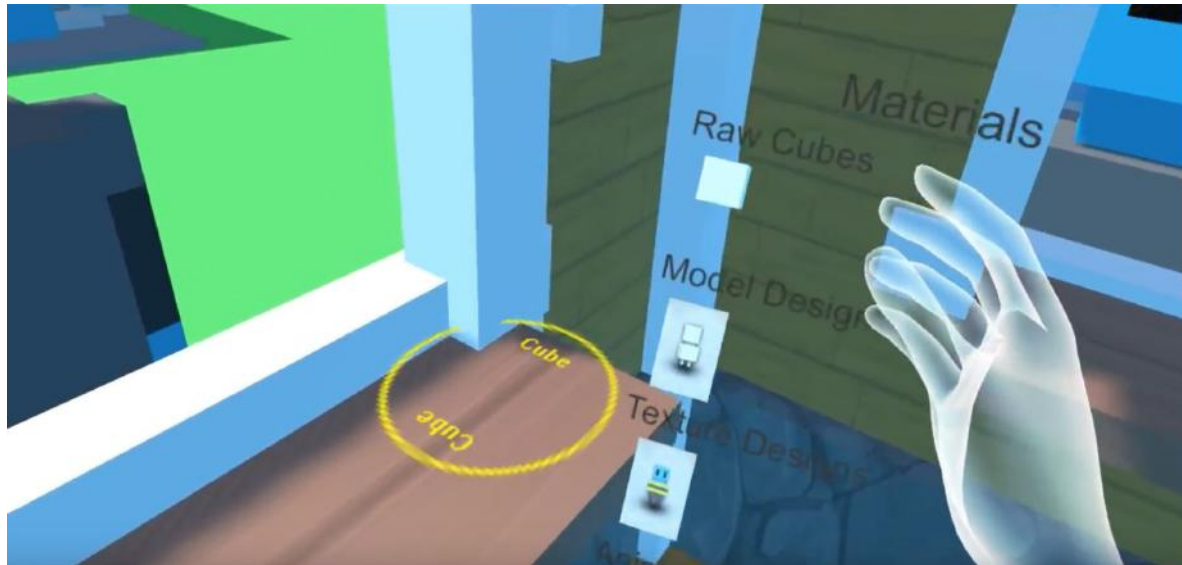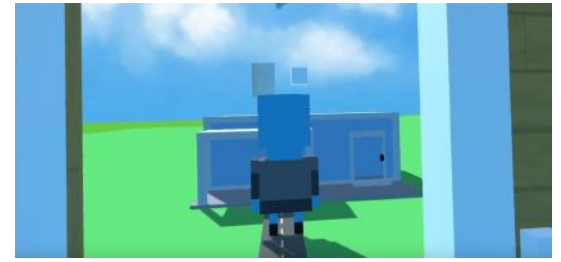
Find the model design in your inventory and place it on the "Model Design" circle.
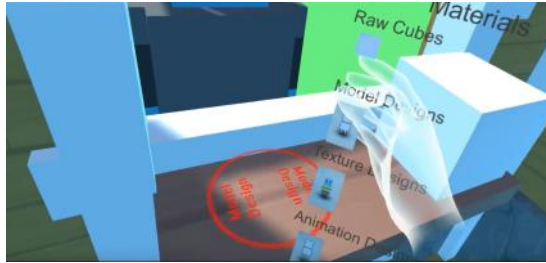
Press the button to the right of the window frame to let the robot do the work for you.

You will see the robot take your materials, and walks towards the factory.

The robot will come back with a model for the first stage.

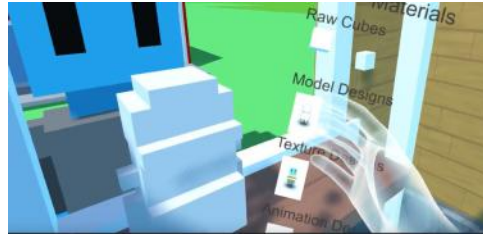The model will be placed onto the ledge.

You can grab the made model using *gesture 2*, and put it on the right slot on the window ledge to your right.

Double check the field name on the circle to make sure you place the model onto the right circle.

Find the Texture Design in your inventory and place it onto the "Texture Design" circle.

If you press the white button on the right side of the window frame, the robot will assemble a textured model for you
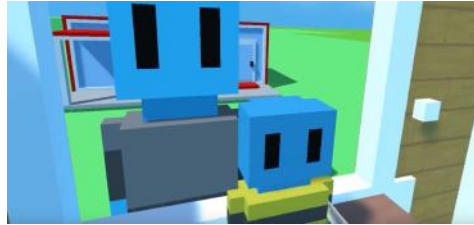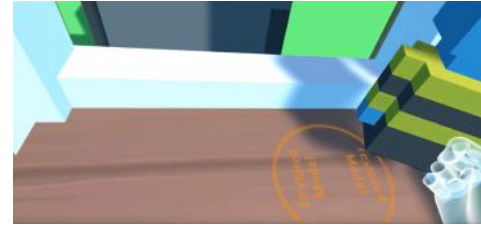
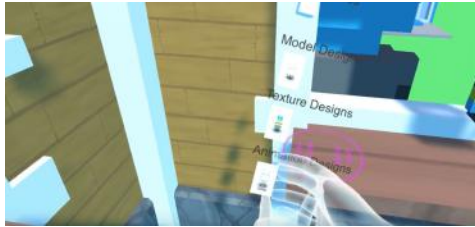This time, the robot is going to make a textured robot for you.

Again, the model will be placed on the ledge

Grab the textured model, move it to the window ledge on your right, and place it onto the "Textured Model" circle.

Find the animation design in your inventory, and place it onto the "Animation Design" circle.

Again, if you press the button on the right side of the window ledge, the robot in front of you is going to make a animated model for you.

Grab the completed animated textured model, and move it onto the black table to your right.

The robot will start jumping when you let go.

Common Problems

- The left hand and inventory are disappearing (this typically happens when facing the first window).
  - Make sure both hands are in view and have the player turn so they are facing the Oculus Sensors.
  - Additionally, make sure the player's left index and middle fingers are raised away from the triggers underneath them.
- The player replaced a model with a design, and now the model is gone.
  - There is no way to "undo" so the player must start again from the beginning to get a new model.