Solar System

Classes and Objects

Walkthrough Guide

Controls - Left Hand

Point index finger up to show the inventory

Controls - Right Hand

Grab:
Press and hold the buttons under the index and middle fingers to grab anything close to the right hand

Point:
Point with the index finger. A line will appear to indicate where you are pointing

Release:
Release any button to release the things you are holding

Controls - Right Hand

Confirm:

Press any of the buttons on the top of the controller or the joystick with your thumb
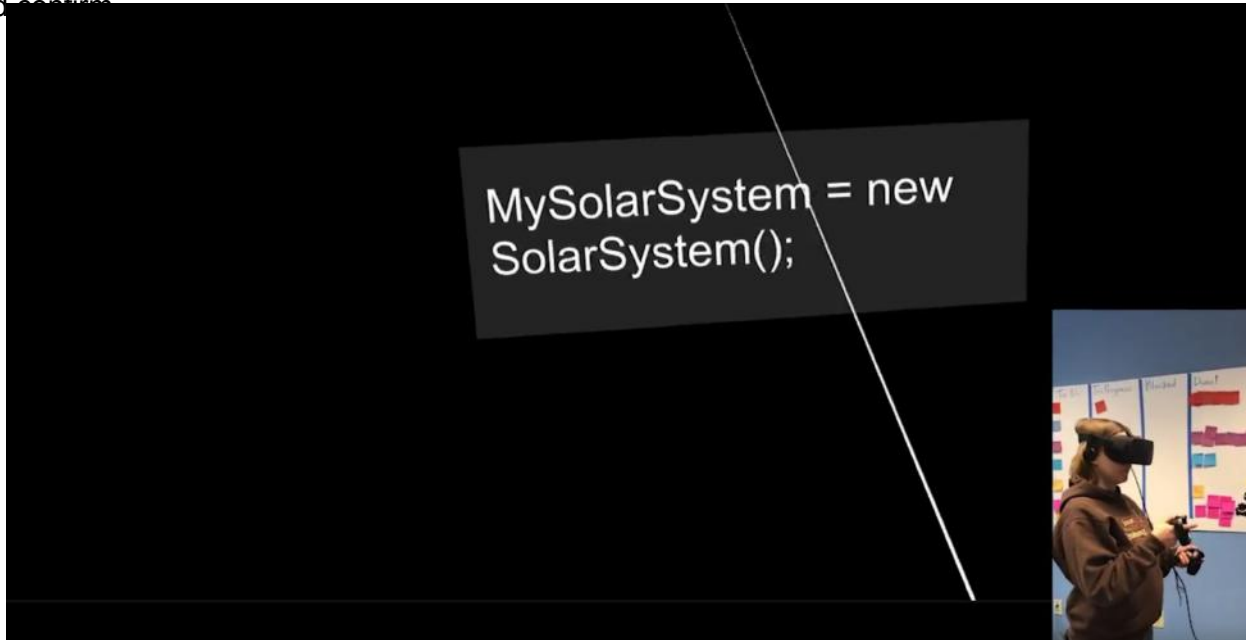

Scroll:

Move joystick left/right to decrease/increase value of parameter or navigate through parameters, confirm when done.
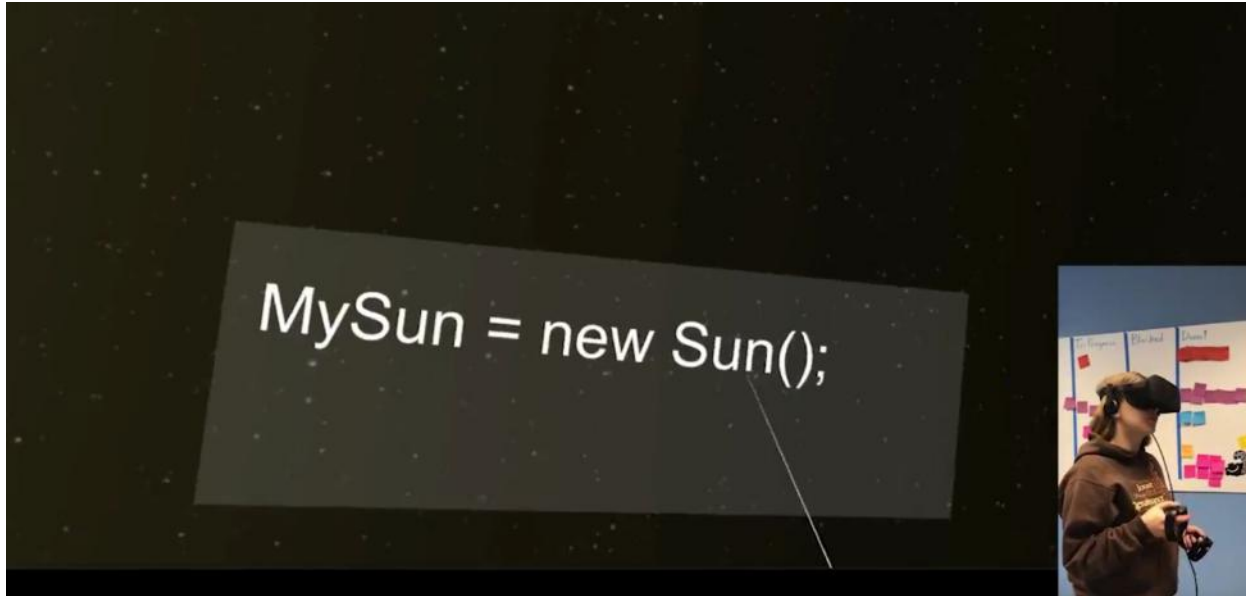
Gameplay

Face towards sensors. If you cannot see anything, please step back a little bit, make sure there is one line of code like the picture below.

Point at the tag and confirm.

MySolarSystem = new
SolarSystem();

Gameplay

You should see another tag as shown below. Point at the new tag and confirm.
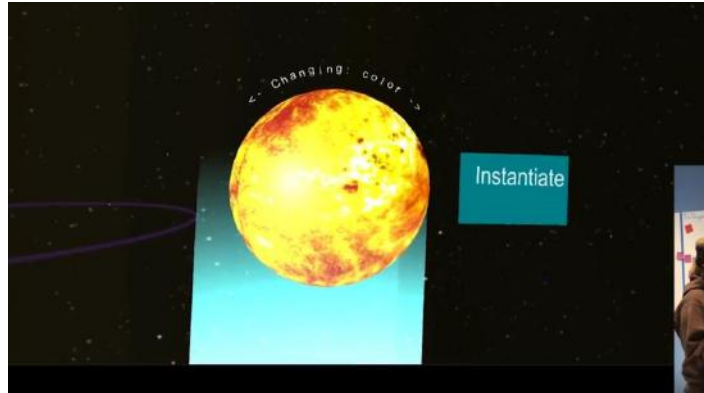
Gameplay

Now you should be able to see two areas in front of you.

The table on your left with a red circle is the Worktable, where you can add and remove features from planet models.

The blue spot with a golden sun on your right is the Customizer, where you can customize the features of specific planets.
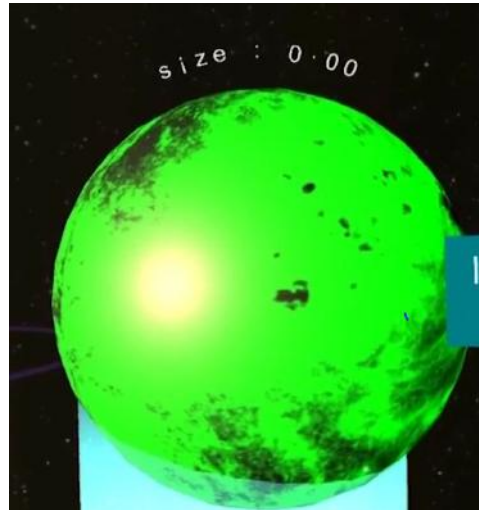
Gameplay

In the customizer is a default sun for you to learn how to change value of a feature first.

You have two attributes to change: size and color.

Move the joystick in your right hand to the left or right to switch the feature you want to change and confirm to go into the changing value interface. At this stage, you should see a value following the name of attribute, as in picture below.
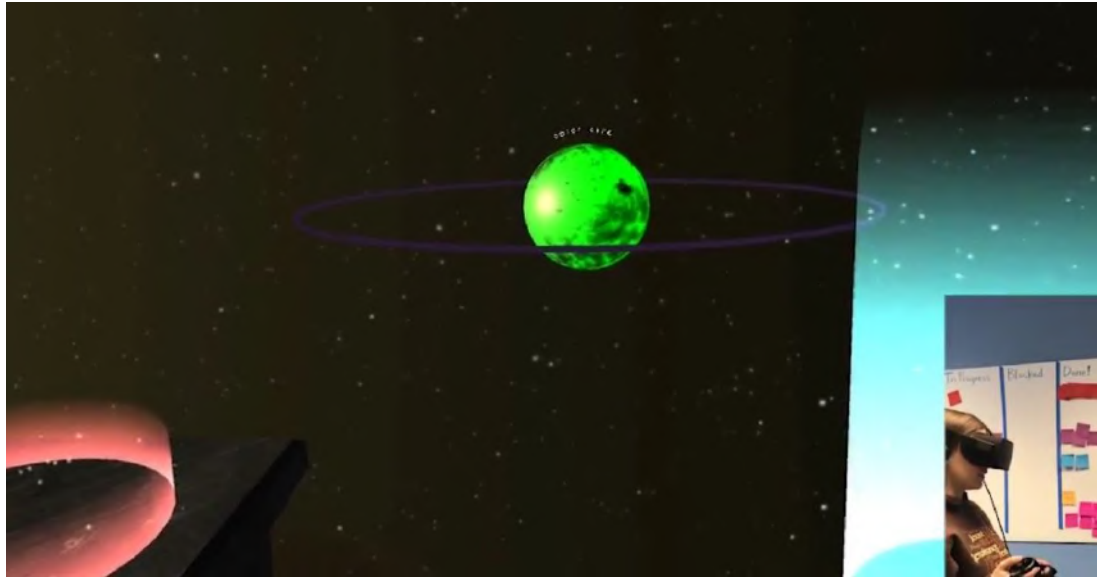
Move joystick left or right to change it, confirm when you are done with that value. This confirm will put you back into the switching features stage.
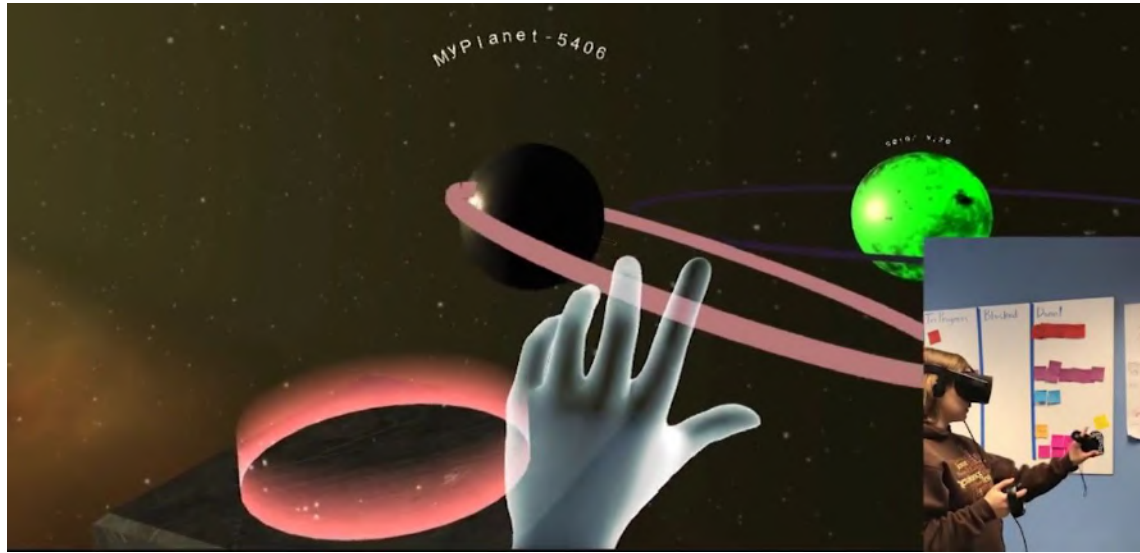
Gameplay

When you are satisfied with the appearance of the sun, point at the "create" tag and confirm. Then you should see the following:

Gameplay

Now that you have a sun for the center of your solar system, you need planets. Lift up your left index finger and you should see an inventory with the most boring(featureless) planet orbiting around your finger, as in the picture below.

Gameplay

Now you have two options:
1. Grab the planet and put it on the Worktable to the left or
2. Grab the planet and put it in the Customizer to the right.

If you put it on the Customizer (right), since there are no features, you can do nothing but confirm the "create" tag.

If you put it on the Worktable (left), then you can add or delete some features we provide you, as shown below. (Choose the feature by pointing at the appropriate icon and confirming. To delete just do the same thing on any already chosen feature.) When the model has all the features you want, point at the "New Class" tag and confirm.

Gameplay

After you click either button, you should see a new planet model in your inventory, as in the picture below. You can place that model in your Customizer to create a new, unique planet and customize the features and send it to orbit like you did with the sun.

The maximum number of planet models you can hold in your inventory is three, and the maximum number of planets that can be in orbit around your sun is 7.
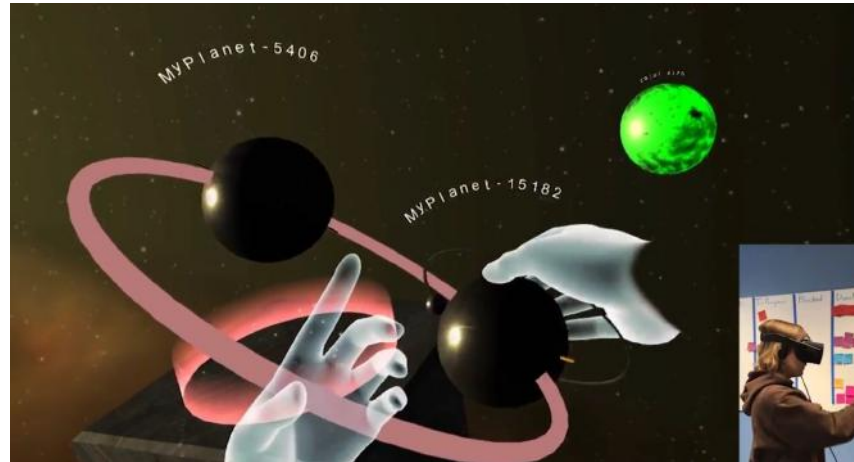
Gameplay

There is also a black hole(a purple black hole) on the left as shown below. You can point at and drag any planet in the orbit to the black hole to destroy it (point at the planet and press and hold any button with your thumb).
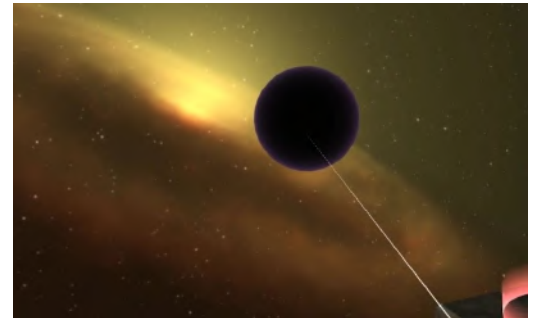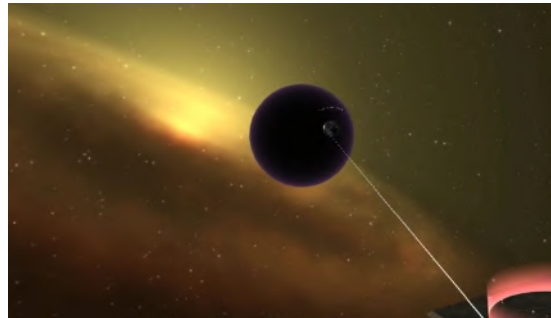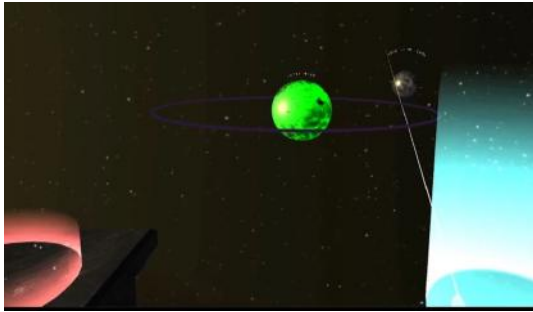
Common Problems

- Selection or confirmation is not working
  - Make sure both hands are in view. If the Oculus sensors lose track of either controller, both will stop responding.
- Features are only selected at the Worktable and adjusted in the Customizer.
  - This corresponds to class definition, and is intentional.
- Selection of features does not seem to be working.
  - Try pointing at the feature icons from a different angle. Above or below seem to work best.
- One of my planet models is missing or changed.
  - If you selected "save changes" rather than "new class" when selecting features, you adjusted your model rather than creating a totally new one. If there were planets created from the original model, they will change to reflect the new model.