

Assignment 2

For Sunday: Learn VR!

By tonight:

We will give you access to a forked repo from a classmate

The goal:

- Adapt this project so that it is usable in VR
- It has to have a VR camera and a method to move around.

What to submit by Sunday :

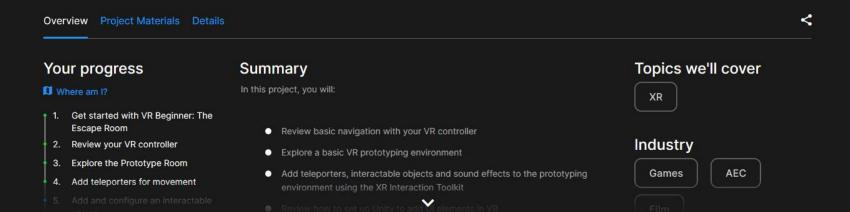
- Commit to the git repo.
- An APK(!) to MyCourses



VR Beginner: The Escape Room

Project • Beginner • 3 Hours • □ 1997

Unity Technologies





Get started with VR Beginner: The Escape Room

Tutorial • Beginner • 20 Mins

You have relative free reign.

- If you don't know what to do: Look at your colleagues Design Doc
 - Or at yours!
- Think about what elements are there, how they could fit into the transformed project
 - If objects/settings don't fit think about why and try to adapt ← this is the bonus task
- Important: Check your Unity Version
 - The tutorial is for v.2019

