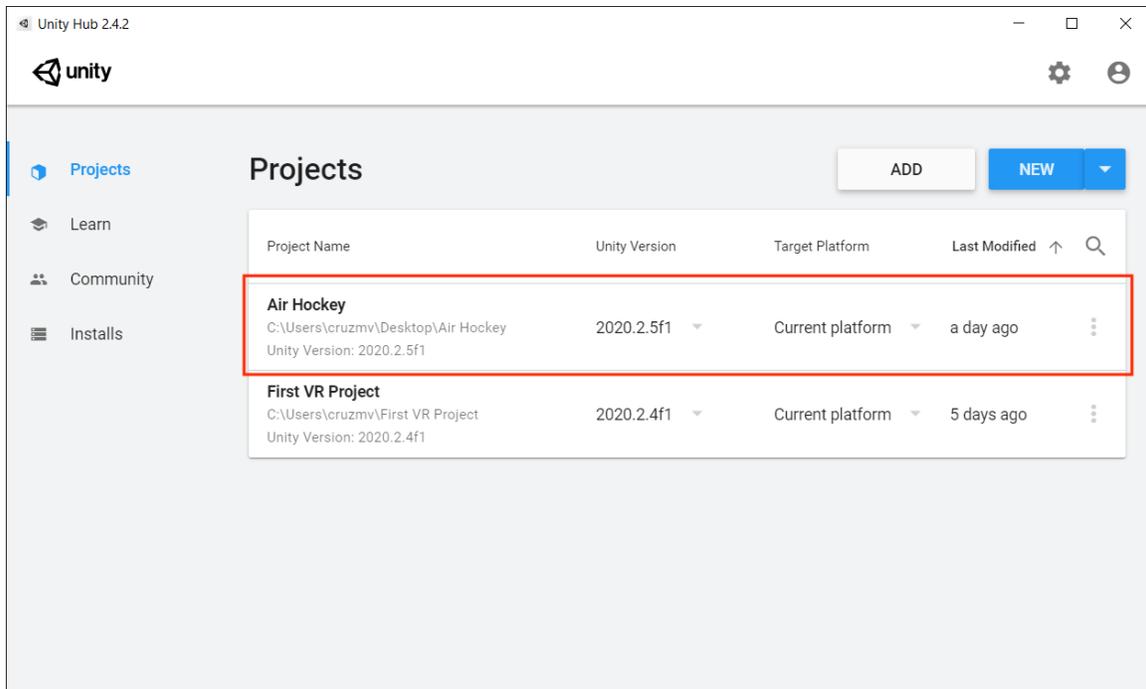
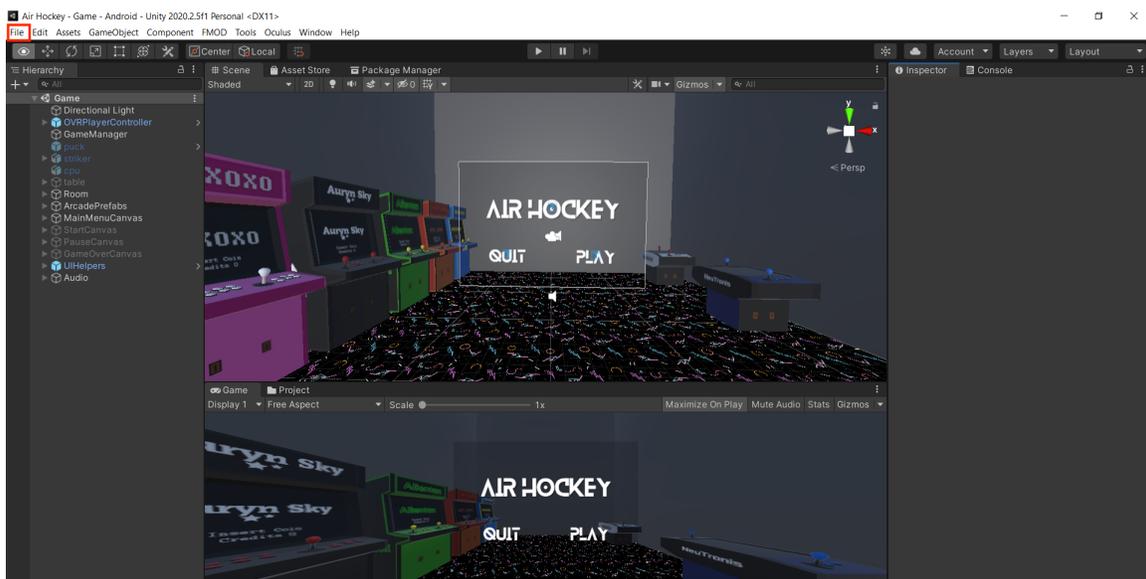


## How To

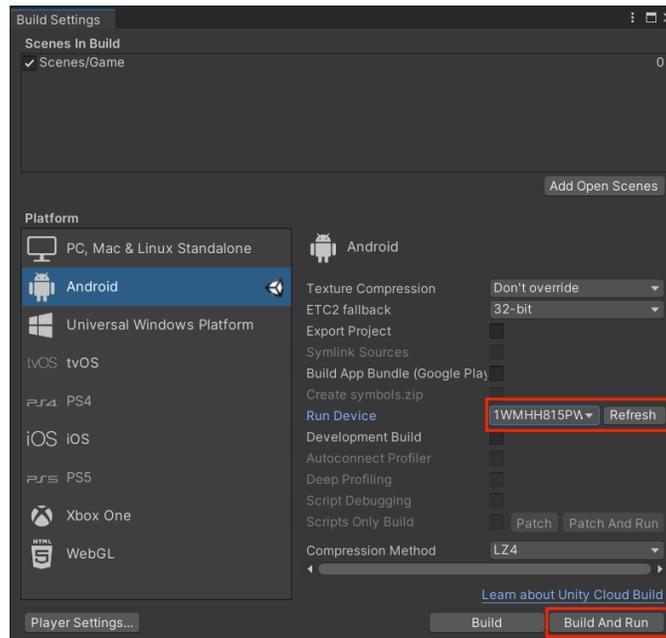
1. Install Unity using the installer found in the “Myles Cruz Capstone Project” folder.
2. Once installed, click “Add” and choose the “Air Hockey” folder. Open in Unity Hub.



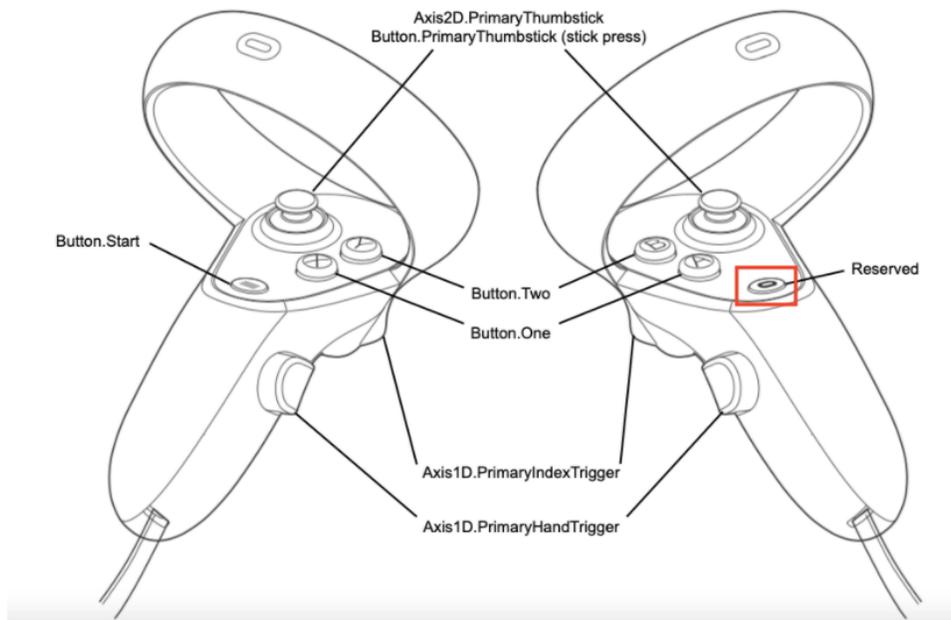
3. Use the USB3.2 Gen1 Cable or a USB to USB-C cable to connect the Oculus Quest headset to the computer.
4. A pop-up will ask if you want to allow the computer to access data from the headset. Click “Allow”.
5. In the Unity Editor, press the “File” tab and then “Build Settings”.



6. Make sure the platform is on “Android”. If not, choose “Android” and click “Switch Platform.” Make sure under “Run Device”, the Oculus Quest is linked up. If not, click refresh or reconnect the Oculus Quest. Then click “Build And Run”. It will take about a minute to load the game. When the progress bar says, “Deploying Player,” you can put the headset on.



7. Once you are inside the game, hold down the “Reserved” button with the Oculus symbol on the right controller until your view is reset.



8. Once the view is reset, click "Play".
9. Choose the difficulty of the CPU and the score you want to play to. Click "Start" to play.
10. Exceptions
  - There are two recurring errors. The "FMOD Studio" error is a sound asset I added that I did not end up using. The project still runs without it. The error "NullReferenceException: Object reference not set to an instance of an object CharacterCameraConstraint.OnEnable()" always comes up but does not seem to make a difference in the project build. That is an error with the code of the OVRPlayerController prefab.
  - Striker and puck collision is not perfect. Keep the striker as low to the table as possible to get better hits. Hitting the puck with the front of the striker where the little white square is, is the best way to direct your shots.
  - When a user restarts or quits the game from the pause menu, the game will reset, but the puck will maintain the same velocity it had from the previous game. If the game was quit while the puck was moving, the puck will move in the same velocity as the last game. If the puck was still, the puck will start like a normal.
11. Hints
  - Flicking your wrist is easier to hit the puck rather than moving your whole arm.
  - To grab the striker, press the "Primary Index Trigger" and "Primary Hand Trigger" at the same time.
  - To pause the game, use the "Start" button on the left controller.
  - Press the "One" button on the right controller to select features in the UI.

