# How To Play

"Songs" folder *with at least one .mp3, .wav, .ogg, or .aiff* must be present in the base game folder.

1. Connect your headset and VR controllers to the computer.

2. Navigate to EXEFolder (or if you compiled on your own wherever you compiled it to).

3. Run BeatBox.exe and then put on your headset.

4. After the game launches, if you are not in the middle of the boxing ring facing the main menu, reset your view (controller instructions will be shown for Oculus Quest 2. This may be different for other headsets).

    a. On the Oculus Quest 2, this is done by holding down the "Reserved" button with the Oculus symbol on the right controller until your view is reset.
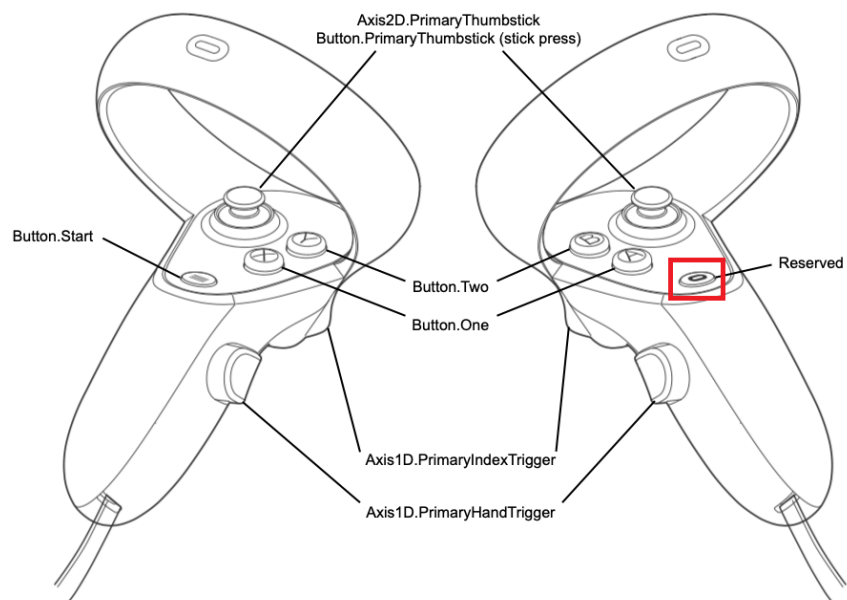

5. Use the back triggers to navigate any menus.
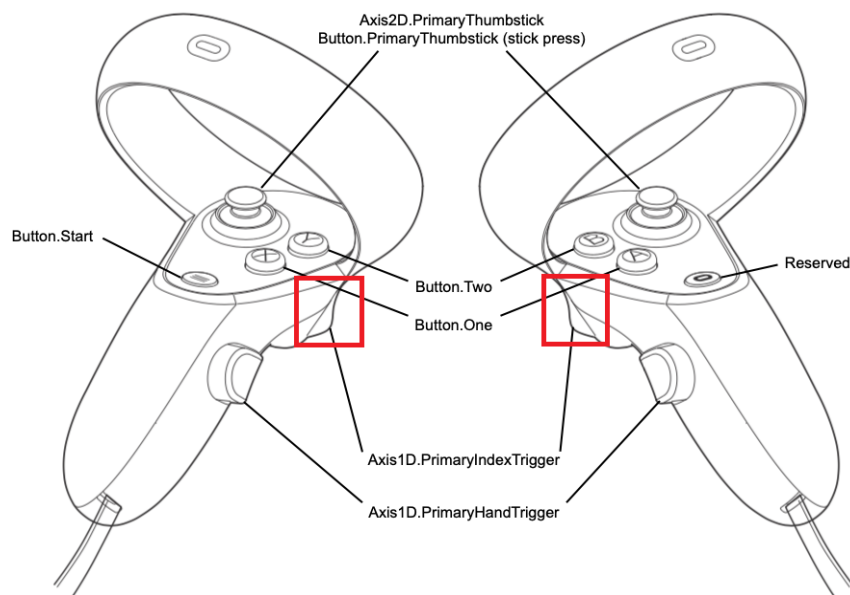
6. Select your desired song from the dropdown menu.
7. Beat Detection is the default mode, where the game will try to determine the beat. If you select BPM Mode, you must tailor the game to your song. You must know the BPM (beats per minute) of the song you choose (minimum of 60 and maximum of 200 BPM) as well as when the first beat occurs in the song (minimum of 0 and maximum of 5 seconds).
8. The two difficulty settings are on the left. Cube spawn range is how far to the left and right cubes will spawn. Cube speed is how fast the cubes will move toward you.
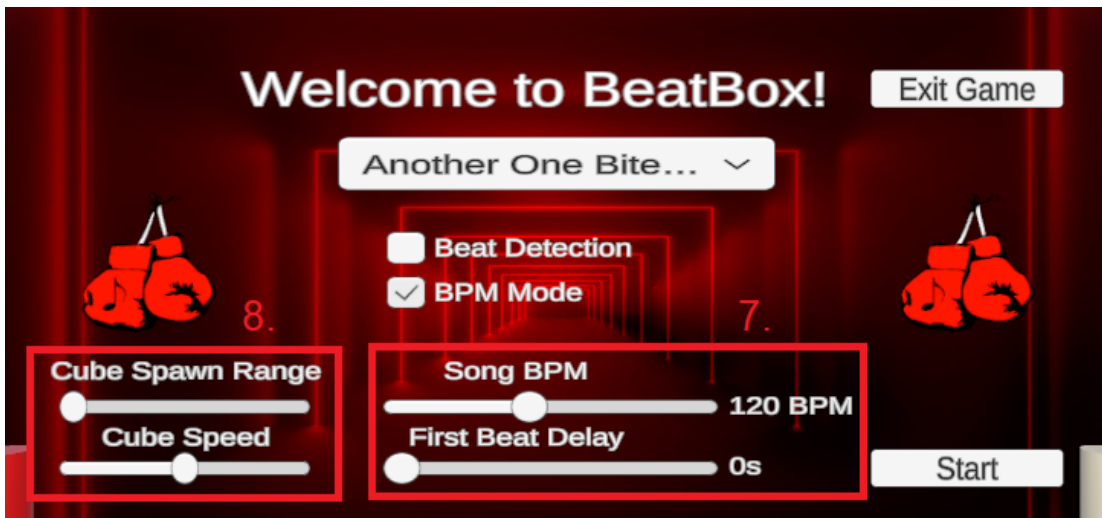
9. Hit "Start" to start the game.
10. To score, you must hit the red cubes with your left arm and blue cubes with your right arm (each arm is color coded as a reminder). Score is deducted if the wrong arm is used to hit a cube or if cubes are missed entirely.
11. To pause the game, hit the primary button on either controller (X/A on Oculus Quest 2).
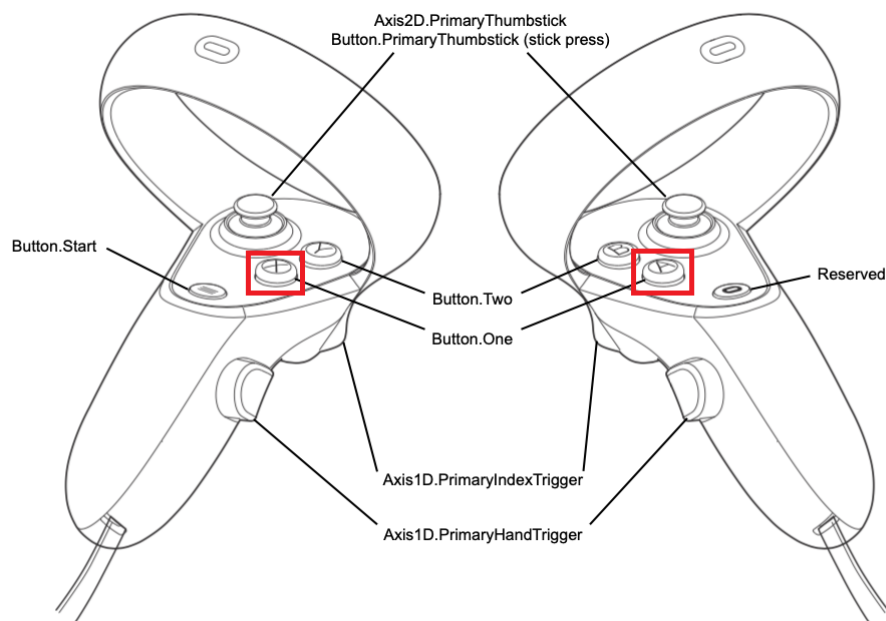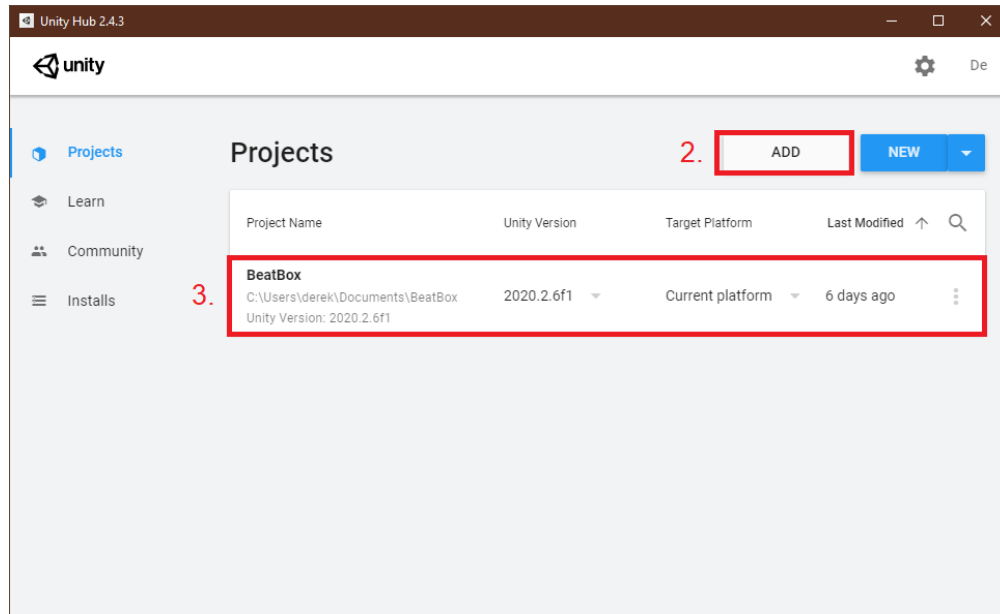
How To Add/Remove Songs

Simply add or remove your songs to the "Songs" folder! Supported audio formats: .mp3, .wav, .ogg, .aiff

How To Compile

1. Install any version of Unity 2020 (last version developed on was 2020.2.6f1)
2. Open Unity Hub and click "Add" and choose the "BeatBox" folder, located within the EntireProject folder
3. Open BeatBox by double clicking on it

4. Once it loads into the editor, navigate to File>Build Settings…
5. Click Build, then create/select a folder where you want the game to be located
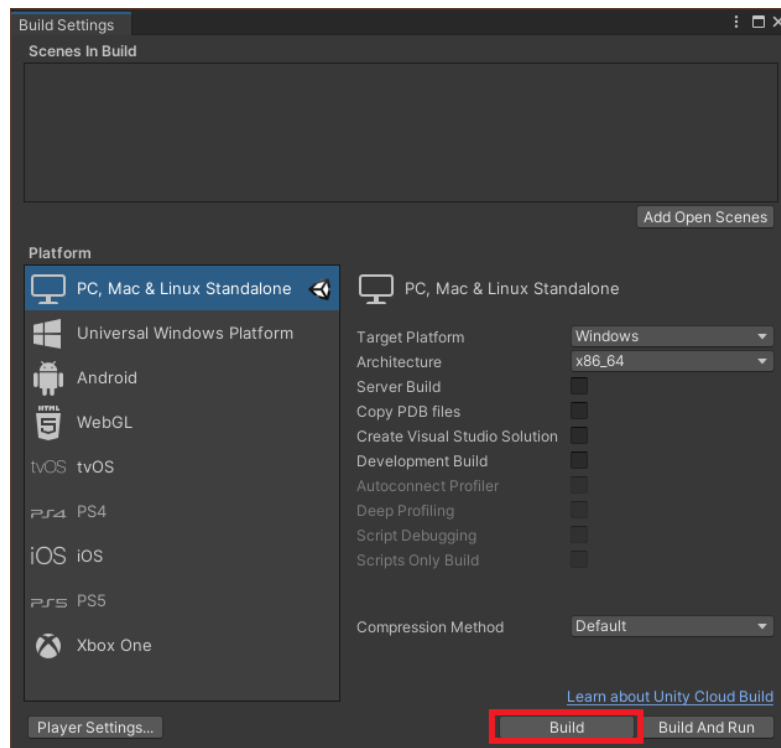
6. After the game compiles, add a folder titled exactly "Songs" with at least one .mp3, .wav, .ogg, or .aiff to this folder where the game was compiled to