

MetaGym Hi-Fi Prototype README

Shimea B., Rachel N., Melinda G., Chloe H.

Tools Used:

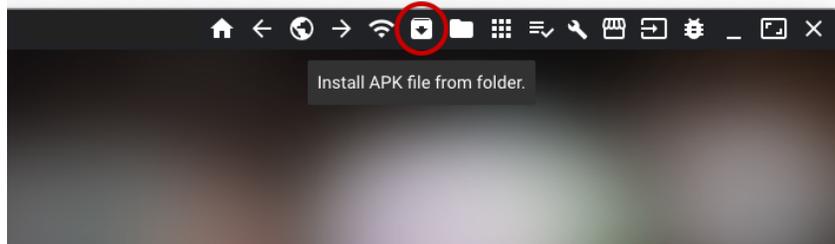
Our UI redesigns were all done in Figma while we built our hi-fidelity VR prototype with Unity using their XR Interaction package.

Operating Instructions:

Since we didn't get our app published on the Oculus store, in order to access it you have to install the apk file directly onto your Oculus Quest/Quest 2 headset. This is done through a process called Side Loading which can easily be done with the help of a single application called SideQuest.

To access our app:

1. Download SideQuest, available on both Mac and Windows.
2. Connect your Oculus headset to your computer.
 - a. If you're on Mac, you can use the charging cable that comes with the headset to connect USB-C to USB-C.
 - b. If you're on Windows, you will need a USB-C to regular USB (Oculus recommends a USB 3.0) to connect your headset to your Windows PC.
3. Download our apk file from our website.
4. In SideQuest at the top right click on the option to install an apk file from a folder (see picture below for clarification).



5. Locate where you saved our apk file and choose it, SideQuest will now install it onto your headset.
6. You can disconnect once it's done and put on your headset.
7. In the apps menu select the top right filter button and choose Unlisted Apps. This is where you'll find our app as Oculus doesn't recognize it as an official app.
8. Open MetaGym and enjoy!

Hard Coded Elements:

As our app is meant to be a live service there was quite a bit we had to hard code.

- The classes being offered.

- Your friend's activity.
- Your scheduled upcoming class about to start.

Limitations:

- Time constraint, learning how to and then building a functional VR app in three weeks wasn't the easiest thing.
- Login feature. We didn't implement a way to actually keep track of the user's own account. Regardless of what they enter in the username or password, even if it's empty, once they click the button to login they'll be connected to the server regardless.
- Only 20 people are allowed to connect to the class at a time. This is because we used the free version of Photon 2 to handle our multiplayer features.