＊＊＊Read Me＊＊＊

◎HookShotVR◎

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///Directories///

```
-HookShotVR
 |
 +--HookShotVR.exe
 |       *Main program
 |
 +--ReadMe.txt
 |       *This Document
 |
 +--HookShotVR_Data
       |
       +--StreamingAssets
             |
             +--GameConfig
             |    |
             |    +--Config.txt
             |            *Config file for hole game setting.
             |            - Format: Music(0->OFF|1->ON),Music Volume(0~1),Did finish "Tutorial Mode"?(0|1),
             |
             +--Musics
             |      *You can play your favorite music by adding a music file in this folder.
```

```
|       - Format: .wav
|
+--Photos
|      *In game screenshots are save in here.
|
+--Scores
|    |
|    +--GlobalScores
|    |
|    |
|    +--LocalScores
|
|
+--StageConfig
|       *Each Folder
|         - "Gimic Name"_Config.txt
|                                                                                    --          Format:
Posision_x,Posision_y,Posision_z,Rotation(Eular)x,Rotation(Eular)y,Rotation(Eular)z,Forward_x,Forward_y,For
ward_z,Scale_x,Scale_y,Scale_6+z,
|         --          Hook Max Length,
|         --          Move Speed using Hook,
|
|         - "Gimic Name"_Entities.txt
|                                                                                    --          Format:
Posision_x,Posision_y,Posision_z,Rotation(Eular)x,Rotation(Eular)y,Rotation(Eular)z,Forward_x,Forward_y,For
ward_z,Scale_x,Scale_y,Scale_z,EntityID(0~3),Do influence to Gimic(0|1),
|
+--VRMModel
|      |
|      +--ApplyModel
|           |
|           +--AliciaSolid.vrm
|           |    *Default Model
|           |
|           +--VRMConfig.txt
|                *Format: Head Bone Name,
|                         Neck Bone Name,
|                         Height(cm),
|                         Left eye Name,
|                         Right eye Name,
```

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///Before you play///

* Please read a guidance of "Using VR" in your country.
* Check your safety not to punch your house. We recommend use a strap.
* When you feel "Motion Sickness", Please stop playing this game. And take rest!

///Recommended System Requirements///

* PC specs
- Based on "VRReadyPC" of each VR equipment sales company.

* Support VR Device
- VIVE or VIVE PRO
- Not supported but playable: VIVE INDEX, VIVE COSMOS, Oculus RIFT
-- After starting "SteamVR" and "HookShotVR.exe", "Controller Binding" window will open. Then change bindings.

* You need "Steam" and "SteamVR" to play.

** Minimam System Requirements (Laptop PC) **
OS: Windows10
Processor: Intel Core i7-8750H
Memory: 16GB RAM
Graphic Bord: nVIDIA GFORCE GTX 1060 or higher
DirectX: Version 11
Storage: 2GB available

///How to Start///

* Please stop "Background Application". Because this game use lots of memory. (Sorry for that!)
* Start "SteamVR" and set "Playarea" to "Standing" or "Room-Scale"
* Double Click HookShotVR.exe to play game.

///Use Inputs///

Based on VIVE Controller. If you use other controller, please replace the word.
* HMD : Look around 360 Degree.
* VIVE Controller
- Trigger : Pulling "Trigger" to fire "Hook". When UI input -> OK | Decide
- Pad : Use only thouching.

- Grip : Hold "Grip" to run.
- Menu(≡) : Press "Menu" to open menu.

///About each movement///

* Movement (Hook)
  You can see the white line from the sword in your hand. This line is a "Forecast line" of Hook direction.
Place white line to where you want go, Then pull "Trigger". You will see red line and that means Hook hit to something.
Hold "Trigger" and touch a "Pad" to move where you set Hook position.
While you fly in air, You can swing by releasing "Pad". (Do not release "Trigger")
While you fly in air or move to hook position, Releasing "Trigger" make you fly using inertia.
You can fire hook while flying.

* Run
  When you thouching the ground or wall, you can run by holding "Grip".
Note : Running direction is VIVE Controller's Direction.

* Menu
  When you press "Menu"
You will see Green line. and this line is for selecting each UI menus.
Each menu has "yellow" bounding box.
Select menu by using Green line over the bounding box, Then pull "Triiger" to Check.

Each Menu
  "Config" is for hole game settings.
  Config will save when exit game.

  "Music"
  You can choose musics

  "Game Select Menu"
  Pressing up or down arrow to change "Stage" or "Game Mode"
  Press "ReStart" will Restart current Stage and Game Mode.
  Prees "ChangeStage" will change Stage and Game Mode to you have selected.

///About "Game Mode"///

* Finishing "Tutorial Stage or Select GameSelectStage,
you will warp to GameSelectStage.

In the "GameSelectStage", you can access every stage and Game Modes by going into pictures.

・TimeAttack Mode
---(Google Translate)---
In this mode, you will go through the arches in the order and compete for the time to finish all.
The timer starts when you go through the arch in front of you when you warp.
After passing through the first arch, the second arch will turn yellow.
Fly around the yellow arch.
Arches that have passed are displayed in red.
During the time attack, you can see the current time with the timer on your right hand.
If you lose the arch on the way, the arrow mark on the left hand indicates the position of the next arch, so please refer to it.
After passing the last arch, you will see the result around the left hand. If you can't find it, look around.
---(Google Translate)---

・BreakTimeAttack Mode
---(Google Translate)---
In this mode, all objects scattered on the stage are competed for time to destroy.
The timer starts when you destroy at least one object.
The object to destroy first is not determined.
During the time attack, you can see the current time with the timer on your right hand.
If you lose an object on the way, the arrow mark on the left hand indicates the position of a nearby object.
If you destroy all objects, the result will be displayed around the left hand. If you can't find it, look around.
---(Google Translate)---

・Battle Mode
---(Google Translate)---
In this mode, you compete for the time to destroy all enemies on the stage.
The timer starts when you destroy at least one enemy.
The enemy to destroy first is not determined.
During the time attack, you can see the current time with the timer on your right hand.
If you lose your enemies on the way, please refer to the arrow mark on the left hand that indicates the location of nearby enemies.
If you destroy all enemies, the result will be displayed around the left hand. If you can't find it, look around.
---(Google Translate)---

We don't add any penalty currently, but maybe come in the futrure.

///About TPS Camera///

* If you have display3, the TPS camera will automatically enable. (Main display, HMD, +another display <--this

one!)
This camera follow the player and can take a picture.

Key Bindings :
WASD : Camera movement (Global XYZ)
LShift : Go down
Space : Go up
LCtrl : Move speed up
Cursor : Rotate view
T : Toggle Follow | Unfollow player
P : Take screenshot
Z : Change camera sensor size
X : Change camera gate fit
R, F : Change camera focal length

When you follow player,
you can change distance between camera and player with WASD.
And can change focus point with Cursor key

Saved screenshots are place in "StreamingAssets/Photos" folder.

///Add Music///

* You can play your wav file as game BGM.
To do so, place .wav files to "StreamingAssets/Musics" folder. And enable Music from Menu UI.

other file formats are not supported. So please convert to .wav using ffmpeg.

///Add VRM Models///

* You can add your VRM model. (You need extra display to see. Read "About TPS Camera")
Place .vrm file at "StreamingAssets/VRMModel/ApplyModel" folder.
Note : Do not place other vrm files. Place only which you want use.

* Due to we don't use "FinalIK", model may act strange movement.

* .vrm file must created according to the official VRM specifications. Otherwise error will occur.

///Specification///

* [HookShotVR] is only support Windows 10.
* Mac, Linux, iOS, Android are not supported.
* Do not delete some folders under "StreamingAssets". You will get error.
  - But you can change "StageConfig/Entities.txt".
* This game will playable on Laptop PC but Desktop PC is better than that.
* Please stop background process due to this game use lots of memory.
  - Better to have 16GB memory.

///When you encount bugs///

* If you encounter a bug while using this program,
    - If your PC or files are damaged or any of the corresponding events occur,
        We are not responsible for anything. Please note.

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* Develped by HookShotVR team.
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* Programming and document author : Almine
//Please do not delete copyrights.
-- Use Softwares --
//Game Engine : Unity 2019.1.7f1
//Script writte with : Visual Studio 2019 Community, notepad++
//3DModels : Blender
//Textures : Adobe PhotoShop, Paint.net
//Movies : Adobe Premiere Pro

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