
CognitV Solutions

**VR Game
User Manual**

Version 2.0

CognitV Solutions VR Game	Version: 2.0
Use Cases	Date: 04/12/2024

Revision History

Date	Version	Description	Author
01/19/2024	1.0	Preliminary descriptions of how the Player is to play the Game given our current Game scenario.	Ofuchi Akpom
4/12/2021	2.0	Editing according to our final version of the game	Ofuchi Akpom

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Starting the Game

When beginning the game, the Player sees the Start Menu. Using the VR hand remote controllers, the Player is able to toggle over and select information about SAD via the About button, edit game settings via the Options button, quit the game via the Quit button, or start the game by pressing the Start button.

Once the Start button is selected, the scene moves into the Main Menu and the game begins.

Task 1: Introducing Self

Upon entering the room, the Player must select any NPC and is notified the meeting is about to begin.

Task 2: Initiating Speech Timer

The System will deliver the HR policy. Afterwards, the Player walks up to the podium and selects the podium. A timer will appear in the top right corner of the screen, documenting the duration of the speech. The Player must select the podium once more to stop the timer. After the timer is stopped, an NPC will approach the Player, leading into Task 3.

Task 3: Facing Disagreement

The NPC asks the user what they thought about the new HR policy. Regardless of what the Player says, the NPC will disagree. This ends the interaction and the game.