

Immotionar game package

This package provides you some a simple prototype game created in Unity using the ImmotionRoom SDK to let you experience full body virtual reality. To run it, you must use ImmotionRoom runtime v0.4.0 or above. If you don't have it, please download it from our dedicated [download page](#).

Remember that if you have only one Kinect, you have to play this sample being quite frontal to the Kinect (this means that you can't rotate your body that much), due to Kinect tracking limitations. You can experiment a bit to see how much you can rotate. That said, you can anyway rotate your head how much you do want.

If you have any problems with this game, feel free to contact us at support@immotionar.com or on our dedicated subreddit [/r/ImmotionRoom](#).

The Last Spoon

A prototype game where you can kick penalties. You're inside a stadium during the most important part of the ImmotionRoom Cup finals: the penalties lottery! Are you going to score all the penalties or the goalie will make his team win?

This game is a prototype, so, yeah, we know that the graphics are terrible (especially the audience) and physics is experimental, but it is fun to play with friends anyway. There is a highscore chart... who, among your friends will be the top scorer?

Main menu has three ball-shaped buttons surrounding you:

- Start (in front of you) to start the game
- Options (at your right) to configure the game
- Reinit (at your left) to trigger game re-initialization

To select a button, you have to gaze it for some seconds.

Start

If you trigger Start, the game will start. You'll see a ball in front of you and you have to kick it with one of your feet. You can also curve the ball, if you're good enough. For every shot that you have, you'll score 3 points if you'll score with the ball passing near the upper corners of the goal; 2 points if you score; 1 point if the poles, the bar or the goalie stop you from scoring; 0 point otherwise. After you'll finish your available balls, you'll see if you have reached the first three-places of top scores chart. Remember to stay behind the ball disc or no new ball will get generated.

Options

Inside options panel you can insert your name, desired number of penalties to shoot and clear hi-scores. All interface is gaze-based. After you change settings, you don't have to save, they're automatically saved

Relnit

Select this button if calibration gone wrong or if you want to change player without closing and re-opening the app. If you select it, the game will re-load itself and will begin again from ImmotionRoom initialization.

Have fun! 😊