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S4GAME USER MANUAL

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Responsible Viral Studios

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Version control

Version	Date	Comment
01	25/05/2021	First draft
02	02/06/2021	Integration of comments
03	17/06/2021	Approved version
04		

Summary

The main aim of this user manual is to describe the minimum system requirements for the S4Game, an installation guide and a game guide.

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1. Minimum system requirements

To set the minimum requirements to play the SG4Game application, it is necessary to distinguish between the Oculus Virtual Reality (VR) version and the desktop version.

1.1. Oculus VR version

This version is optimized to be used in the Oculus Quest 2 device. It will also be compatible with Oculus Quest 1 without experiencing any kind of problem in the gameplay, although you may experience a lower resolution due to the device hardware.



Figure 1. Oculus Quest 2.

1.2. Desktop version

The desktop version is optimized to be used exclusively in the Windows 10 operating system. Due to the backward compatibility of this operating system, it could be used in previous versions of Windows software, but its correct operation cannot be guaranteed. The minimum system requirements are as follows:

- Processor: Intel Core i5 processor or similar (minimum), Intel Core i7 processor or similar (recommended)
- RAM: At least 5GB of disk memory, 4GB of RAM (minimum) or 8GB of RAM (recommended)
- Video card: Nvidia GTX 960 or higher.

2. Installation guide

First, download the executable for Oculus or desktop version from: www.viralstudios.es/s4game/download.

2.1. Oculus VR version

Once the APK is available, which can be downloaded from the different repositories, it will be necessary to install it on your virtual reality device. We use SideQuest software for this. In the following list include the instructions:

- Download the corresponding version of SideQuest on your PC from the official website: <https://sidequestvr.com/setup-howto>
- Once downloaded it will be necessary to install it, for this it will be enough to open the downloaded file from the web. The installation process is the same as for any other program.
- Once installed on your PC, it will be necessary to pair your virtual reality device (Oculus) with the application. You can see that in the upper left corner a red icon will appear indicating the software version and the message "Not Detected".

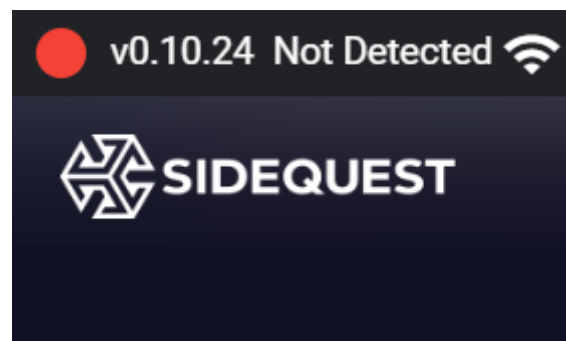


Figure 2. SideQuest pairing.

- Before pairing the device, it is mandatory to "Create an organization" in the Oculus website: <http://dashboard.oculus.com>.

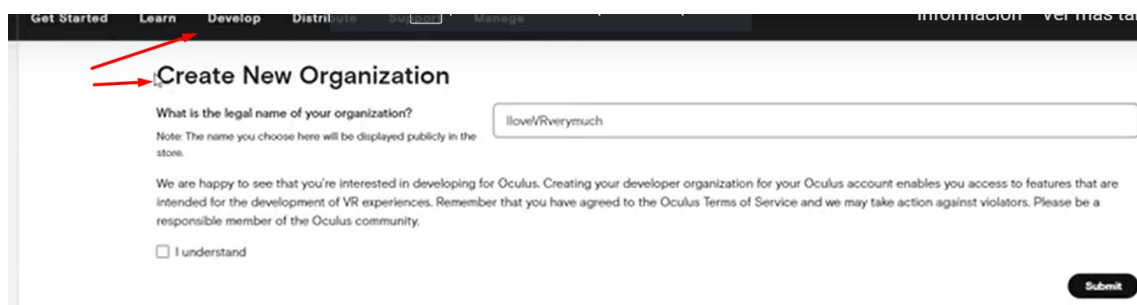


Figure 3. Create new organization.

- Once on the web, you must register with the same account as your device and enter the "Develop" tab. Here you can create your organization.

- Download "Oculus ADB Drivers": As shown below, you must go to Develop -> Downloads → Accept terms and press download.

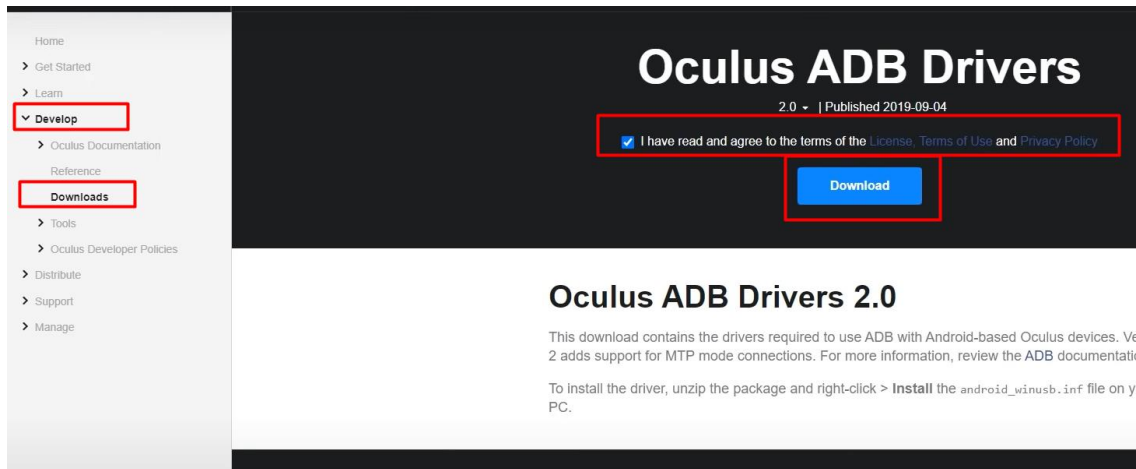


Figure 4. Download Oculus ADB drivers.

- Install the installation package.

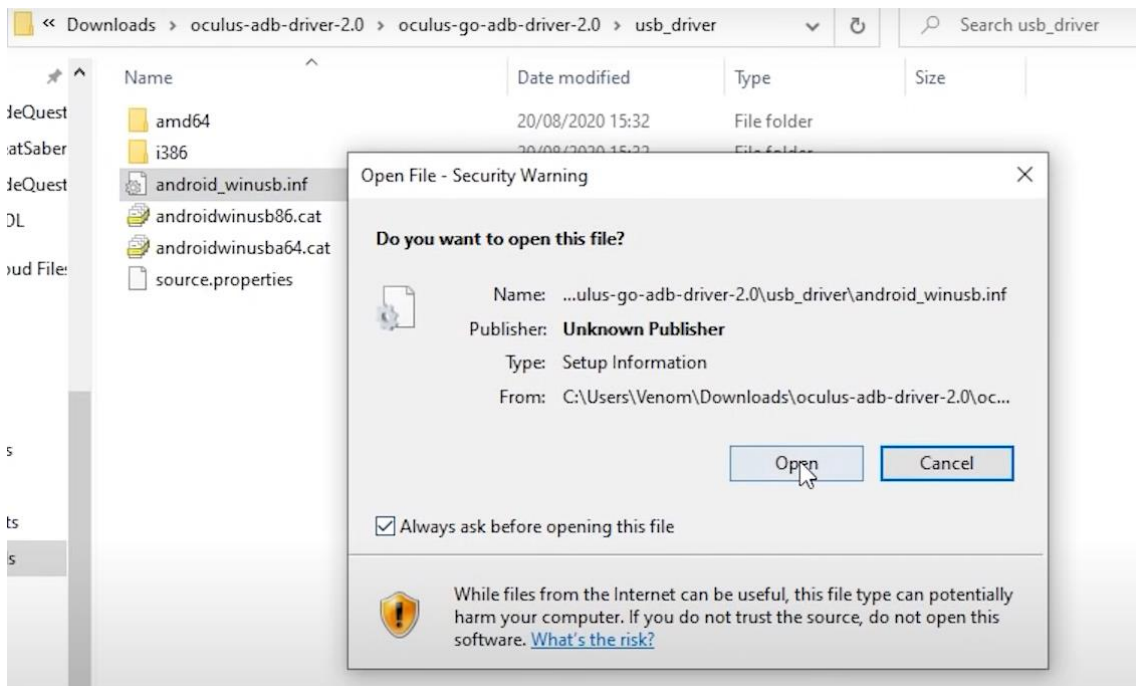


Figure 5. Installation of Oculus ADB drivers.

- Once the drivers are installed, we need to activate the developer mode. To activate the developer mode on the device, you need to download the Oculus application on your mobile device.

- You must connect your VR device to your mobile via Bluetooth. Once connected, the name of your VR device should appear in the Oculus mobile app.

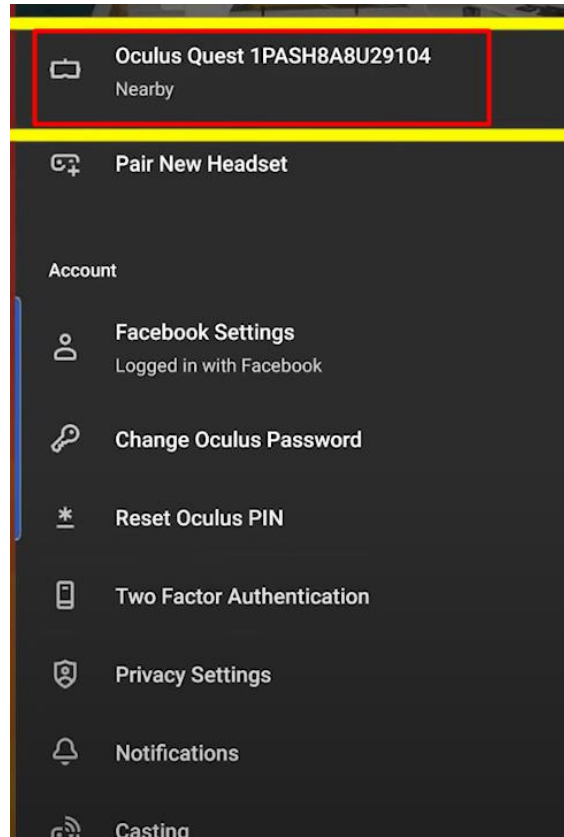


Figure 6. Bluetooth connection.

- As soon as those are paired, we need to go to More Settings → Enable Developer Mode.

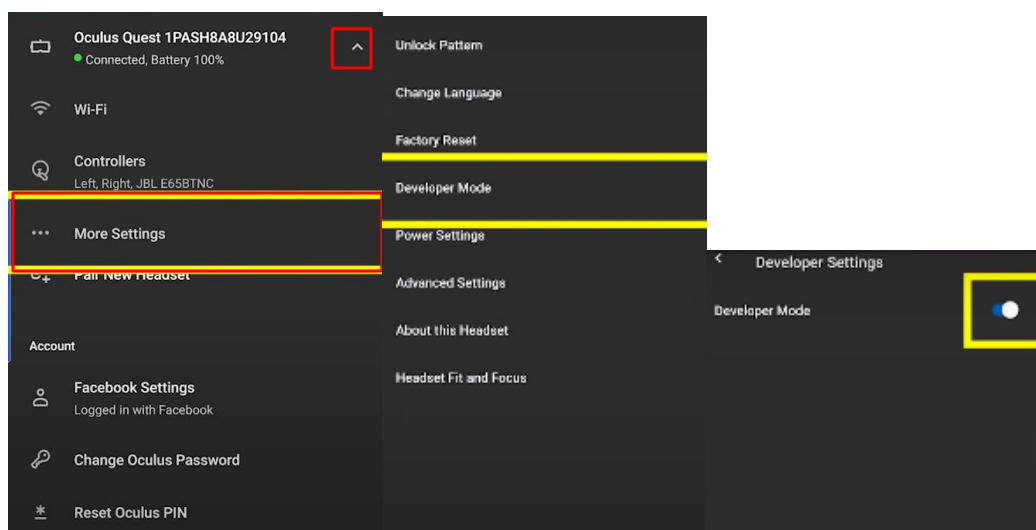


Figure 7. Enable developer mode.

- Once the developer mode is activated, we need to connect the VR headset to the PC using a USB cable and activate “USB debugging”

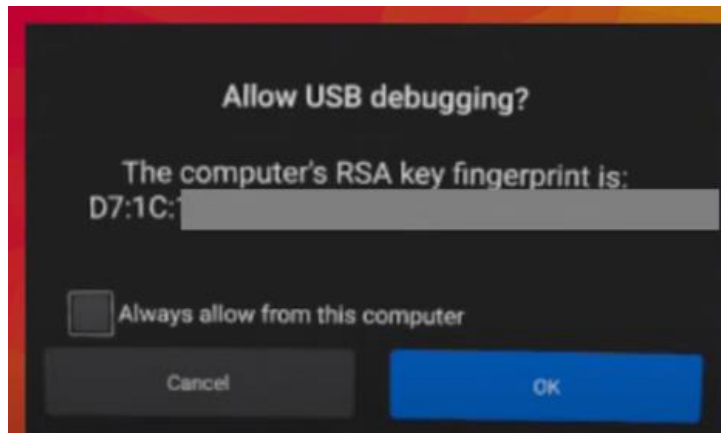


Figure 8. USB debugging.

- After configuring the VR device, SideQuest should now detect it. If more information is needed in this regard, there is a video with the whole process at this link: <https://youtu.be/CQ6TclwSGag>

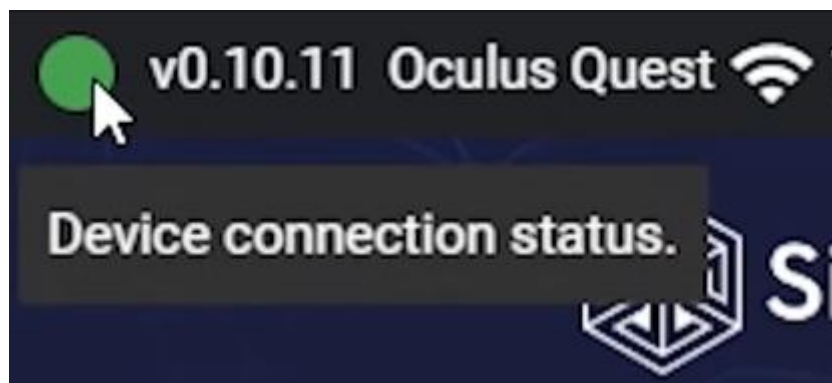


Figure 9. Oculus Quest connection.

- To install the APK on the device, we need to keep the device connected to the PC and access the SideQuest menu. As soon as in the upper right menu, select the option "Install APK file from folder on computer".

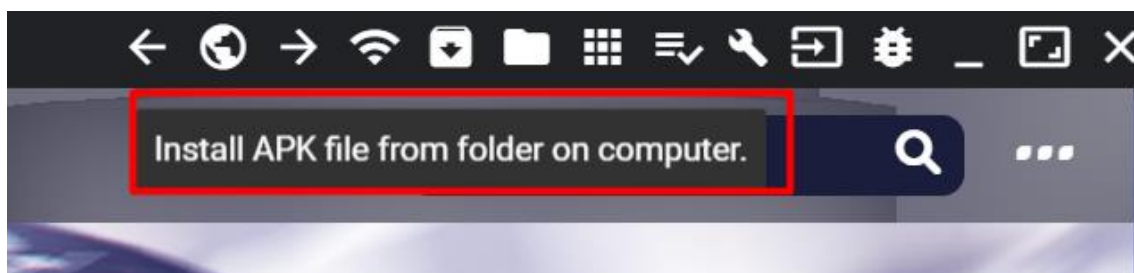


Figure 10. Install APK file from folder on computer.

- This action may take a few minutes, especially if it is the first time the application is installed. Once installed, a notification will appear, and it will be playable from the device.
- If the application is not found on the device in the list of applications, applications from unknown sources must be accessed.
 - o In the PC
 - Open the Oculus app on your PC computer.
 - Select Settings in the left menu.
 - Select the General tab.
 - Next to Unknown Sources, adjust the toggle and then confirm to allow content from unknown sources.
 - o Directly in the Oculus VR (recommended)
 - You can find the Unknown Sources installs from the Apps menu, using the drop-down at the top right.

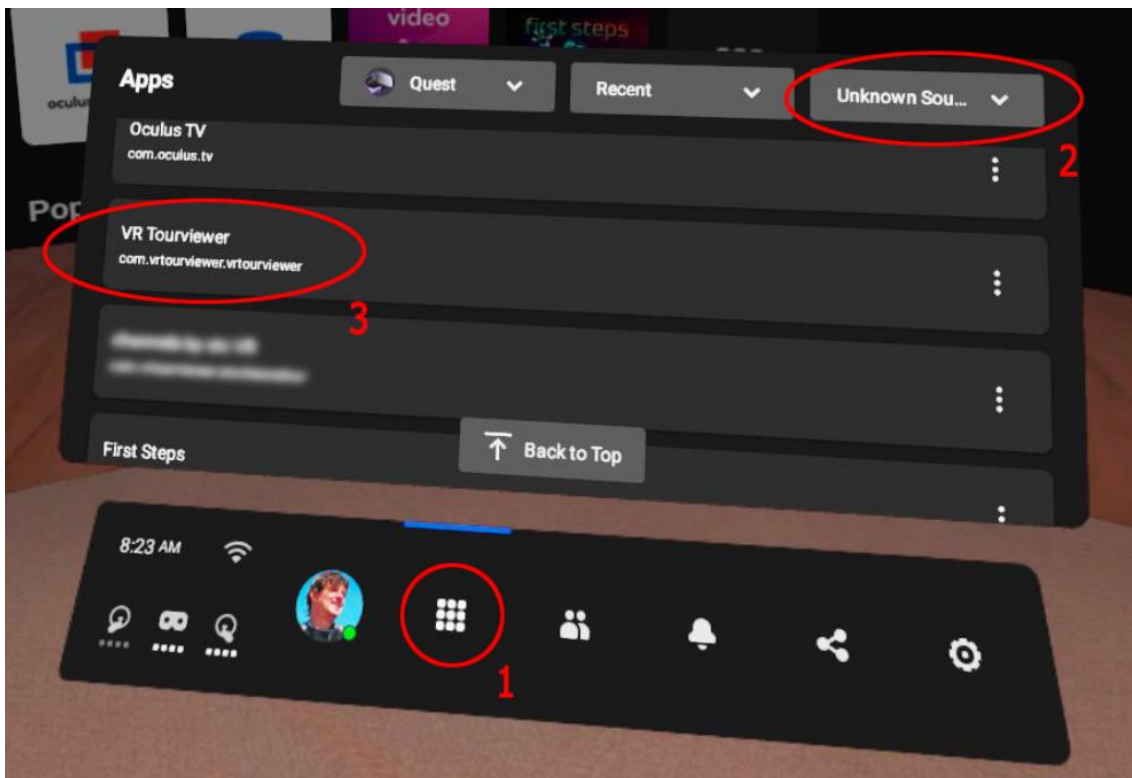
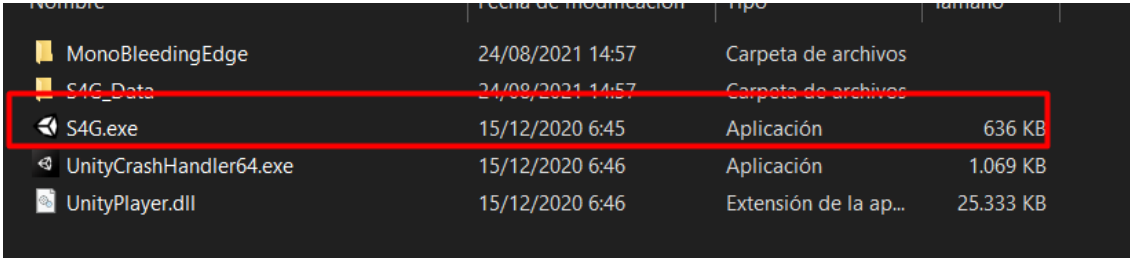


Figure 11. Applications from unknown sources.

2.2. Desktop version

To install the desktop version, all we have to do is open the downloaded folder and run the application .exe file.



Nombre	Fecha de modificación	Tipo	Tamaño
MonoBleedingEdge	24/08/2021 14:57	Carpeta de archivos	
S4G_Data	24/08/2021 14:57	Carpeta de archivos	
S4G.exe	15/12/2020 6:45	Aplicación	636 KB
UnityCrashHandler64.exe	15/12/2020 6:46	Aplicación	1.069 KB
UnityPlayer.dll	15/12/2020 6:46	Extensión de la ap...	25.333 KB

Figure 12. Desktop installation.

3. Game Guide

When opening the game, you will find yourself in the hospital reception room with the following information panel.



Figure 13. Home screen.

Depending on the version that is being used, desktop or VR Oculus, you can interact with the system through the mouse and keyboard of the computer or the Oculus controllers respectively.

Desktop version controls:

- Hold down the right button while moving the mouse to move the camera.
- Left button to interact with the decision panel.
- Only in the reception room: Left button + aim at the ground to teleport.

Oculus Quest controls:

- Target + PrimaryIndexTrigger for teleportation inside the reception room.
- Target + PrimaryIndexTrigger to interact with decision panels.
- Move your head to move the camera.

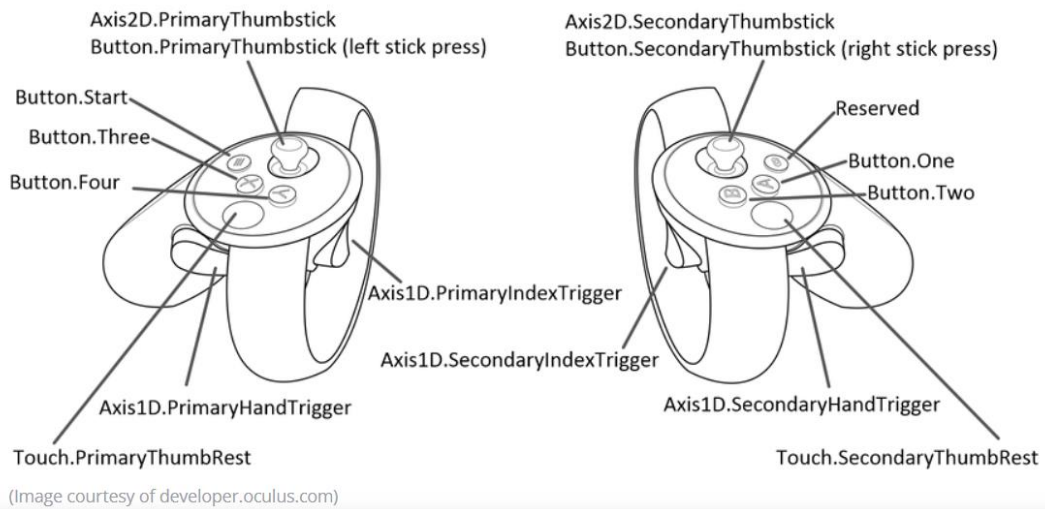


Figure 14. Oculus Quest inputs.

Firstly, introduce your name in the NAME field.



Figure 15. Name field.

Then, write your email in the field named MAIL.



Figure 16. Mail field.

Select the text and audio language of S4Game during the immersive experience.

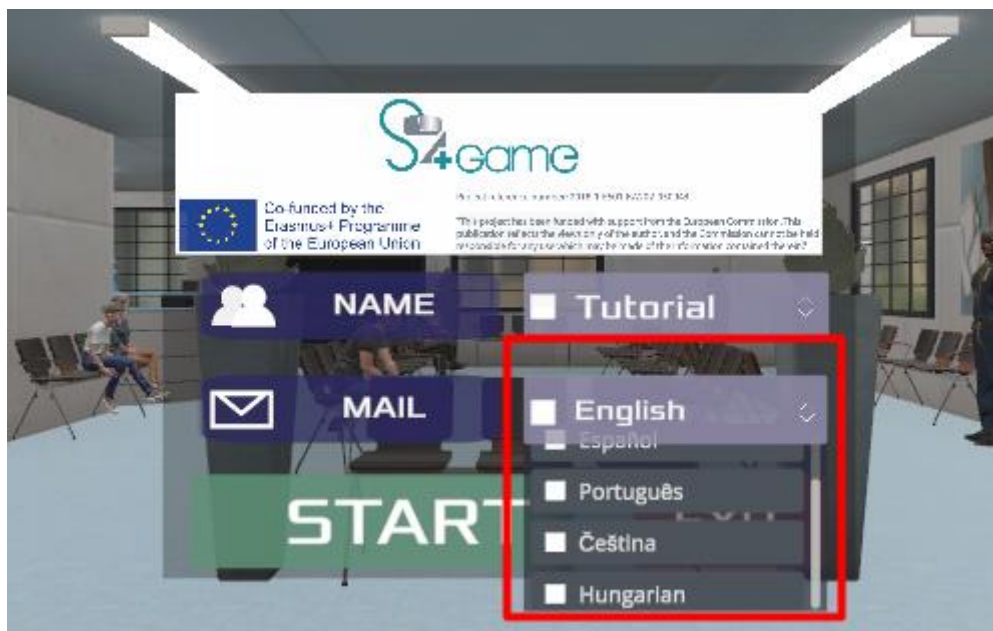


Figure 17. Language selection.

Select the use case you want to play. If you are using this type of tool for the first time, it is recommended that you experience the tutorial first.



Figure 18. Use case and tutorial selection.

Press START to begin.

3.1. Tutorial

If the tutorial option is selected, you will be able to move around the waiting room and go to the different operating rooms.

The tutorial will begin at the entrance of the reception room, where there will be an information panel with the game controls.



Figure 19. Tutorial.

You will be able to move freely around the entire scene using teleportation. To leave the room you must speak with the receptionist to open the door that connects to the corridor that will take you to the operating rooms.



Figure 20. Tutorial receptionist.

As soon as you enter the hall, there will be a new information panel on which you can select the use case you want to play.



Figure 21. Aisle tutorial.

3.2. Use Case

If you prefer to have an immersive experience, select one of 5 available case studies available.

Press the START button to begin.

As soon as you reach the operating room, the case will begin. Your perspective will vary between the first and third person depending on the case you have selected.



Figure 22. Operating room.

The narrator will set you in context of the situation and, from this point on, the characters will begin to interact.

In certain situations, you will be asked you for your opinion and you will have to make decisions using a popup panel with a question and multiple answers.



Figure 23. Board for decision making.

Each answers scores differently and lead to a different situation through the case.

If you are not looking at where the information is, a blue arrow will appear to indicate where to focus your view. This option is especially useful if you are playing the VR version.

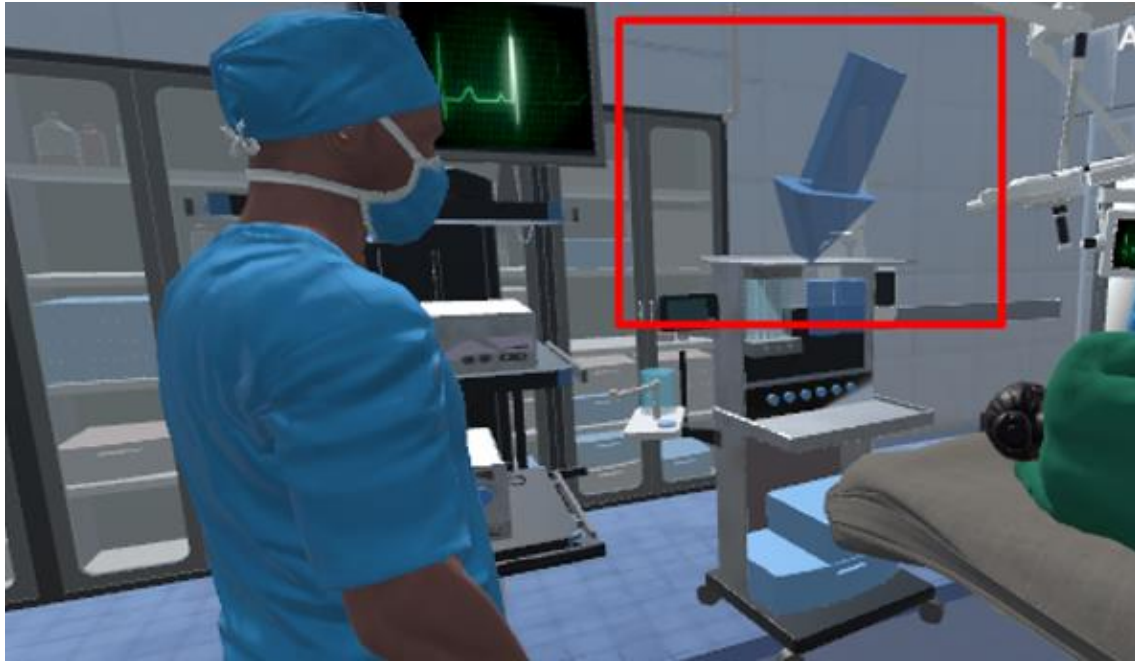


Figure 24. Blue arrow to guide the user.

Once the decision panel appears, you have fifty seconds to select an option.

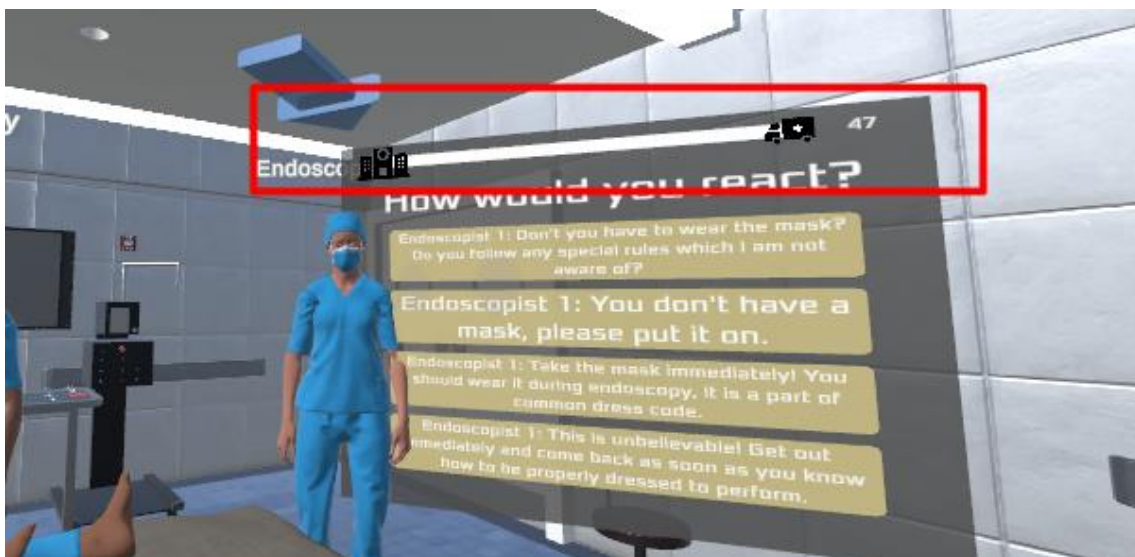


Figure 25. Timer for option selection.

If it takes more than 25 seconds, the score of the questions will be reduced to the half. The timer turns red and starts blinking.



Figure 26. Timer for option selection running out.

If no option is selected during the fifty seconds, the practical case will be considered finished, and you will need to start from the beginning.

At the end of each case, the percentage of score obtained and the feedback will appear on the panel.



Figure 27. Feedback.