



Fruiting Bodies, VR and PC game

by Ruth Marsh, 2021, hosted by IOTA Institute

Project web page: IOTAinstitute.com/projects/fruited-bodies-vr-game-by-ruth-marsh

For both VR and PC downloads:

1. Download Zipped folder from IOTA website
2. Use a zip extractor to extract folder (such as WinZip)
3. Open folder
4. Click on blue Unreal Engine application icon
5. Game will launch
6. To pause game, remove headset.
7. To exit game, press escape key on your keyboard.

VR Oculus Quest 2 Instructions:

Notes: Currently, the VR Version is only configured for a tethered Oculus Quest 2

Plug Oculus Quest 2 headset into your computer with Oculus Link cord (or generic USB C to USB 3.0 cable, Anker makes a cable that works well for this)

1. Teleport: Target area within the game where you would like to travel with controllers and press:
2. Right Controller: A
3. Left Controller: X
4. To shoot eggs:
5. Left or right trigger

PC and PC controller Instructions:

1. To steer: move mouse
2. Click left mouse: to shoot eggs
3. W: forward
4. A: left
5. S: back
6. D: right
7. Space bar: jump
8. Escape: pause

Credits text:

Game Design & Creation: Ruth Marsh

Original Music and Sound Effects: Jeremy Costello

Technical Mentorship/Technical Support/Creative Collaboration: Jordan Marczak

Technical Support: Andrew MacIntyre