

Dev Log 4

I worked on the photo camera system and the first playable version of the bingo book.

The camera is now set up as a grabbable object in the forest scene. I connected the shutter interaction so I can take in-game photos instead of only testing the camera system in isolation. I also set up a live camera preview on the back screen of the device so the photo camera feels more like a real object in VR.

Getting the camera working in the main scene took some extra checking because the photo system came from an imported package and needed to be adjusted to fit the XR setup. I had to make sure the camera could still capture images correctly after the project changes, and I also cleaned up the way stored photos behave inside the editor so testing would be easier.

After that, I built the first bingo book prop. I made a grabbable book that can open and close, and I set up a page-turn animation so it behaves more like an in-world object instead of only a menu. I also connected the current photo system to the book so the latest captured photos can appear on the book pages.

This version of the bingo book is still a prototype. The book opens, closes, and shows photos, but the page display logic still needs more polish so later photo spreads behave exactly the way I want. Even so, the core loop is now much clearer because the player can take photos and review them in the book.

By the end of this stage, the project had a working photo camera in the forest scene, a live preview on the camera screen, and the first functioning version of the bingo book that can display captured photos in VR.

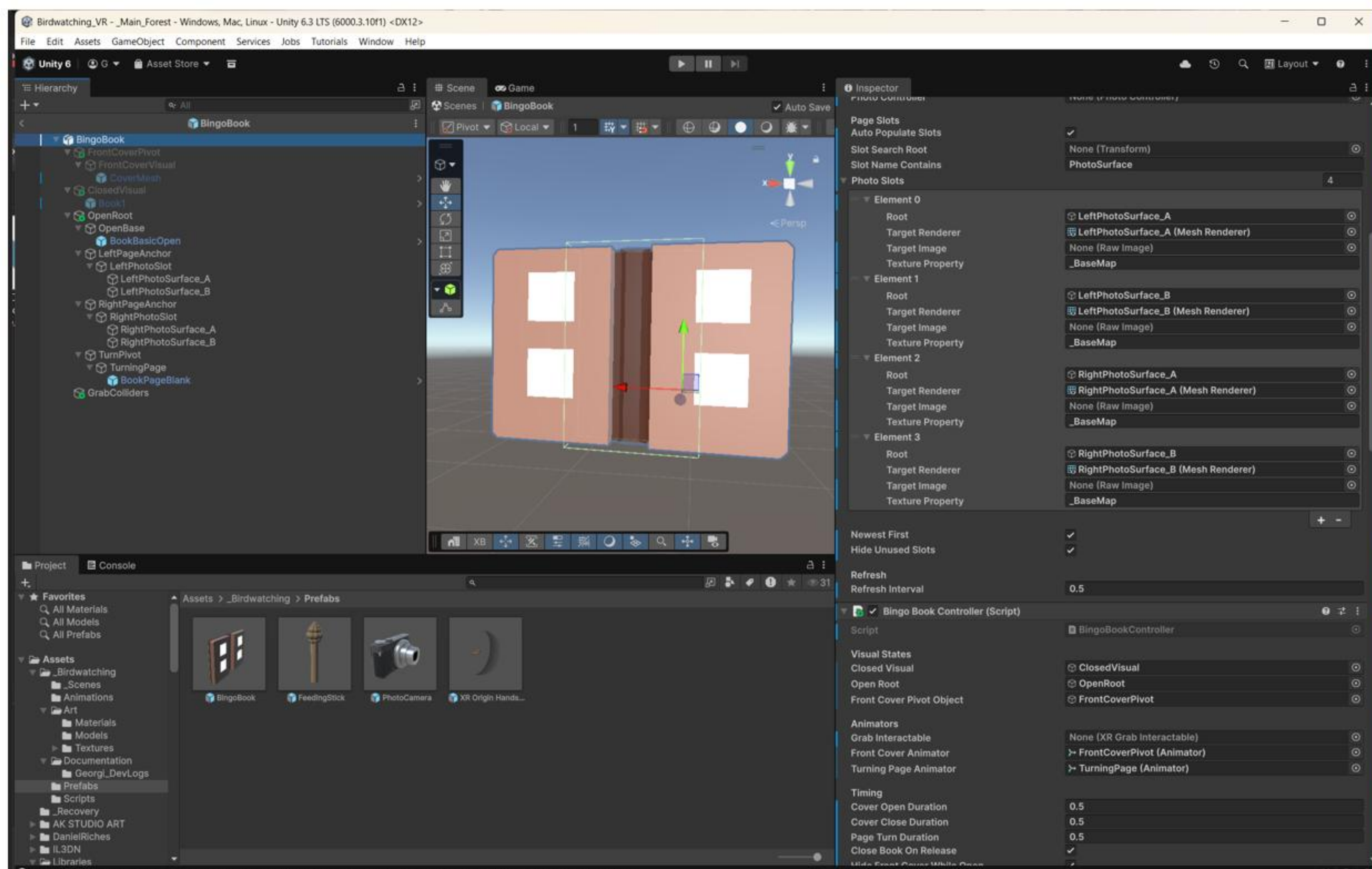


Figure 1. First bingo book setup with page photo slots and controller hookups in the scene.

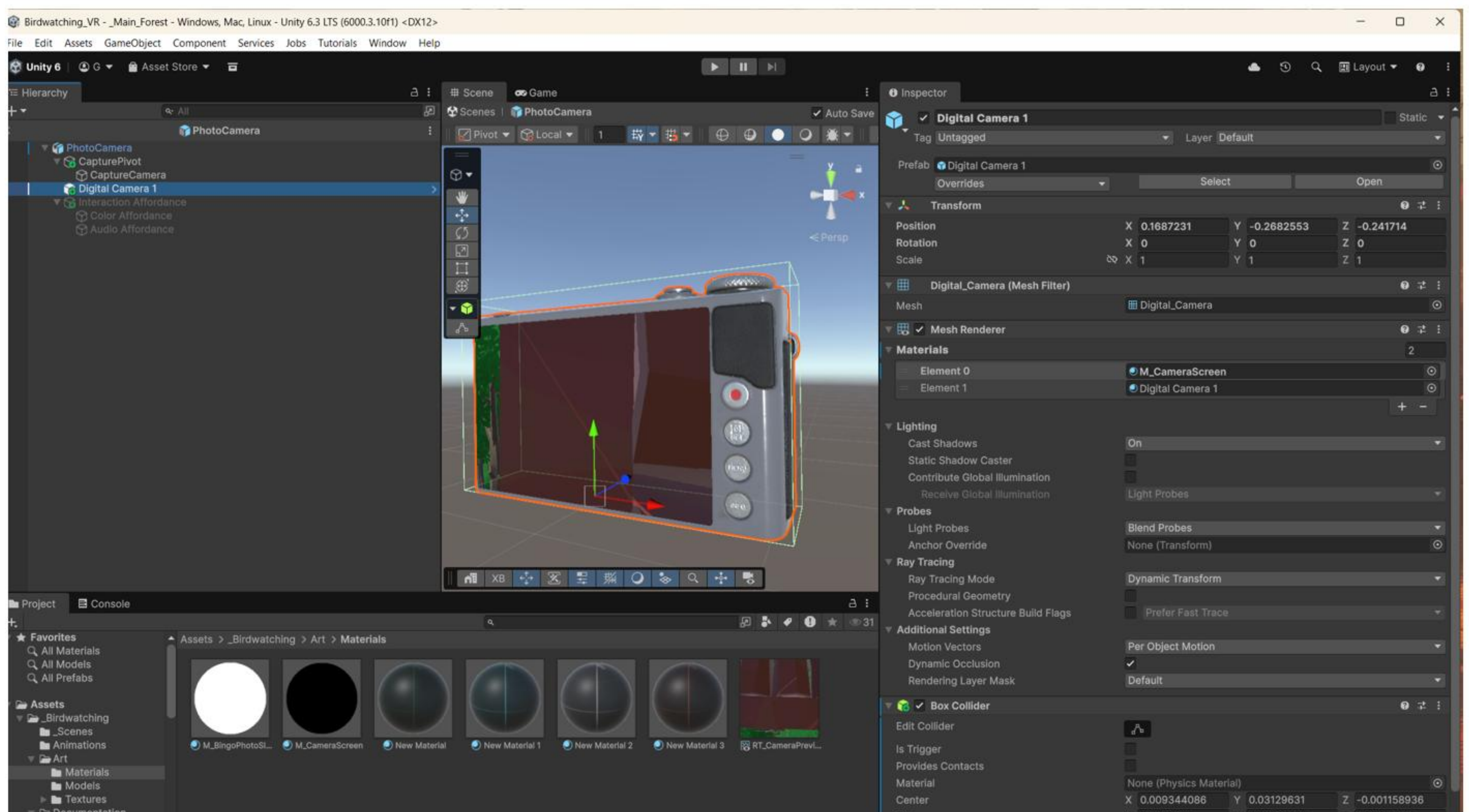


Figure 2. Photo camera setup with the live preview material visible on the back screen.