

Georgi Dev Log 6

Backpack Inventory Prototype

April 17, 2026

Overview

This development session focused on prototyping a Metro Awakening-inspired backpack inventory system for Birdwatching VR. The goal was to let the player reach behind their shoulder, pull the backpack into their hands, and manage the core tools in a more physical VR-friendly way.

Work Completed

- Imported the XR Interaction Toolkit Starter Kit and the Demo Stylized Camping Kit for reference systems and backpack art.
- Added a dedicated BackpackRig under the XR Origin Camera Offset so the backpack follows the player body instead of the headset or controllers.
- Added a backpack closed anchor on the player back, plus left and right shoulder grab zones for over-the-shoulder access.
- Added backpack storage slots for the camera, bingo book, and feeding stick.
- Configured the backpack controller so items can begin outside the bag, be collected for the first time from the world, then return to the backpack after a delay when dropped or thrown.
- Disabled far casting on the Near-Far Interactors to remove the remote-control style pickup and push the interaction closer to Metro-style physical grabbing.

Current Design Direction

The backpack is intended to live on the player back by default. When the controller moves behind the shoulder into the grab zone, the system can give haptic feedback and allow the backpack to be pulled forward. This keeps the interaction diegetic and avoids using floating inventory menus.

Next Steps

- Finalize the over-the-shoulder grab feel and haptic timing.
- Test storage and recall for the camera, bingo book, and feeding stick in play mode.
- Refine how each item sits in its backpack slot so the camera and feeding stick hang naturally while the bingo book sits securely in place.
- Revisit hand visuals and grab poses later once the inventory loop feels stable.

Figure 1. Backpack rig and shoulder grab zone setup in the XR Origin hierarchy.

The screenshot shows the backpack mounted under Camera Offset, with the backpack root, item slots, left/right sh

