

Independence Hall Museum

Equipment: Quest 3/Quest 2

Set up:

1. Turn on the headset and create a new boundary. The playspace should be standing and allow for full range of arm motion.
2. Open the App Library then locate and select Independence Hall Museum.

Controls/Navigation:

- Right trigger to teleport
- Y button to return to controller mapping
- Left joystick to rotate
- Right joystick to scroll

Gameplay:

1. The player will load on the main menu, with 4 options (Instructions, Credits, References, Enter). Two of the options get you into Independence Hall
 1. “Enter” in the main menu and “Enter” appears after you enter the controller mapping (“Instructions)
 2. The player should press “Enter” to view Independence Hall (put their hand/controller out in front of them to “push” the button)
 3. The player will be placed in Independence Hall with “ghosts” (outlines) of a few of the men who were there during the Constitutional Convention.
 4. The player can teleport around the room so long as it is in a spot where a “teleport here” with a location arrow pops up (it will be glowing yellow with a yellow beam from the controller connecting to it)
 1. Some spots will have the “teleport here” seemingly “click” in, teleporting to these locations allows the player to see blurbs of information they can scroll through about the delegate that’s outlined in front of them (may have to rotate to face information and delegate)
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