

CareerWIL Quest VR Player

Operations guide — generate a scenario · connect stakeholders · complete WIL phases · first sign-off (before final host-site sign-off) · Project CWIL-MILZET-2026 · 24 October 2026

1. What this APK is

The file **CareerWIL_VR_0.1.0.apk** (package **online.careerwil.vr**) is the **native Meta Quest** CareerWIL VR Player. It installs on Quest 3 / Quest 3S headsets (developer mode / MQDH sideload). It is **not** the phone Flutter CareerWIL app (1.0.13+15). Phone stakeholders continue on careerwil.online Join + profile shell; headset workers/mentors/assessors use this APK for multiplayer presence, LiveKit voice, and Studio media modes (dynamic / live / VOD).

Honesty: public copy always says **workers** (never learners). Site phone plates stay **phone_180**. Grok Imagine plates are **optional_360 / synthetic**. Continuous walking uses Unity geometry. Stipends attach to productive attempts and signed evidence — not headset minutes alone.

2. Install on Quest headsets

- Enable **Developer Mode** on each Quest (Meta Horizon app → Device → Developer Mode).
- Install **Meta Quest Developer Hub** (or use **adb**) on a laptop on the same account.
- USB-C connect the headset → allow data access → **adb devices** shows the Quest.
- Install: `adb install -r CareerWIL_VR_0.1.0.apk`
- Launch **CareerWIL VR** from the Unknown Sources / library list on the headset.
- First run needs internet (Unity Relay + LiveKit + careerwil.online auth).

3. Stakeholder roles (who does what)

Role	Primary tool	Duty on the path to first sign-off
Worker	Quest APK + phone Join	Join room, complete Induct→Shadow→Perform tasks, submit PoE events
Mentor / Facilitator	Studio + Quest / phone shell	Author or select scenario, host room, coach pins/PPE, first sign-off
Host (employer site)	careerwil.online + live/VOD	Confirm workplace context; later final on-site competency sign-off
Assessor / Verifier	PoE board + Quest observe	Review attempt events; endorse after first mentor sign-off
Core Team / CEDEC	VPS + Studio API	Keep XR generator healthy; publish APK; support UAT

4. Generate a WIL scenario (Mentor Studio)

Open <https://careerwil.online/xr/studio.html> (CareerWIL profile / sync_token required). Paste a workplace brief or pick a template (trench/fibre, clinic, packhouse, workshop, warehouse, ...).

- Studio calls Grok chat to author four phases (Induct / Shadow / Perform / Prove), PPE checklist, hotspots (yaw/pitch), modules.
- Optional Grok Imagine renders an equirect plate under `/media/plates/<id>/` (synthetic 360).
- For real site footage use phone_180 plates / MediaMTX live — never stretch phone video into fake 360.
- Demo seeds already live: demo-milzet-360-trench, demo-milzet-360-live, Pilot A uat-a-trench-duct.
- Library: <https://careerwil.online/xr/> · Role guide: <https://careerwil.online/xr/guide/>

5. Connect stakeholders (phone + Quest)

5.1 Phone / web Join (all roles)

- Join: <https://careerwil.online/wil/careerwil/join> — name, phone, role; SMS OTP once.
- Returning login: authenticator + Profile QR (careerwil://profile-sync).
- Profile shell: <https://careerwil.online/wil/careerwil/m> — Home · XR · Board · PoE · Me.
- Keep the **sync_token**; Quest device-code login exchanges a headset code for the same profile token.

5.2 Quest multiplayer session (this APK)

- On headset: Login scene → device-code → approve on phone profile → enter XRPlayground.
- Pick mode: **Dynamic** (walkable template + pins), **VOD** (plate/recording), or **Live** (MediaMTX stream).
- **Host** creates a CareerWIL room code, starts Unity Relay, publishes LiveKit voice, loads scene_config.
- Other headsets enter the **room code** → Join → remote avatars + spatial voice.
- Status strip shows room / mode / net● / voice●. Use **Leave** to tear down cleanly.

CareerWIL Quest VR Player — continued

WIL phases · evidence · first sign-off · final host-site sign-off · UAT checklist

6. Complete WIL requirements (four phases)

Phase	Worker does	Evidence / system
Induct	PPE confirm, look-around / pins, scope one-pager	Attempt opens on presence; checklist + hotspot events
Shadow	Observe hazards/quality pins; voice-note what to log	Voice / observe events on attempt; mentor coaching
Perform	Supervised-do: Digital Paper slip, risk seed, site log	Slip + scored interactions; productive attempt framing
Prove	Pack PoE; request mentor / assessor review	First sign-off (remote/virtual) then later host-site final

Quest client opens a PoE attempt via `POST /api/attempts` when a scenario-backed session connects (device=**quest**, phase=**induct**), and posts **session_joined** / **session_left** events. Phone Digital Paper + Board remain the full evidence UI for slips and mentor tools.

7. First sign-off vs final host-site sign-off

7.1 First sign-off (virtual / remote — this release)

- Worker completes Induct→Perform requirements in the hosted Quest/phone session.
- Mentor reviews PoE pack on Board / Digital Paper (strokes, slips, hotspot scores).
- Mentor (and seconder if required) applies **first sign-off** in CareerWIL — competency attested against the virtual presence attempt for the occupation modules in scope.
- Assessor may endorse the same pack. Status remains open until host-site final where the programme requires workplace confirmation.

7.2 Final sign-off (host site — later gate)

- Happens **at the employer / host workplace** (or host-admin authorised location).
- Confirms the worker can perform under live site conditions (not only synthetic/optional_360 plates).
- Host + mentor/assessor complete final competency sign-off in CareerWIL; stipend / SSETA-facing records attach to productive signed evidence.
- Rev C field-kit CapEx (capture cameras, site network, dedicated XR server lines) remains **deferred**; live/VOD can already use MediaMTX on current infrastructure when available.

8. End-to-end click path (recommended pilot)

- Mentor generates or selects demo-milzet-360-trench (or Studio new scene).
- Workers Join on phone → install Quest APK → device-code link profile.
- Mentor Hosts VOD/Dynamic room on Quest → shares room code.
- Workers Join room → complete pins/PPE → Perform slip on phone shell if needed.
- Mentor first sign-off on PoE → schedule host-site final sign-off with employer.

9. Software delivered in this phase (P1–P5)

- P1 Auth — device-code Login → XRPlayground gate (sync_token).
- P2 Presence — CareerWIL room code ↔ Unity Relay / NGO avatars.
- P3 Voice — LiveKit Cloud mic + remote playout (Vivox disabled while LiveKit active).

- P4 Media — dynamic / live / VOD from join scene_config; equirect vs phone_180 honesty.
- P5 Polish — Leave/disconnect, status strip, comfort vignette/snap, PoE attempt hook.

10. Support URLs

Homepage <https://careerwil.online/wil/careerwil/> · Studio <https://careerwil.online/xr/studio.html> · Library
<https://careerwil.online/xr/> · Guide <https://careerwil.online/xr/guide/> · Health
<https://careerwil.online/xr/api/health> · Project **CWIL-MILZET-2026**.

Prepared for Milzet Holdings & Institute · CEDEC delivery · MOADEfy / BusinessSite
Modise Makhetha — technical lead · 24 October 2026

A handwritten signature in black ink, consisting of a stylized 'M' with a long horizontal stroke extending to the right.