

## Initial Project Description -- TEAM 7

### Team No. 7

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**Project Name:** WeMeet3D

### Project Synopsis

Virtual 3D meeting space that allows users to move around, customize their virtual avatars, and connect with others via audio and video chat.

### Project Description

In light of the social distancing regulations imposed due to Covid-19, we are planning to create an application with a more realistic virtual environment to communicate online. This project aims to make a 3D virtual environment that mimics a real space, but with avatars producing audio and movements instead of actual people.

Since online meetings do not have that personal or realistic feel, we want to help users feel more connected to the people they are meeting by making the meetings more interactive while still incorporating audio and video features.

To design the project, we are planning to primarily use Unity, as well as any other APIs necessary to create a realistic virtual 3D space.

The end result of the project is that the users of the application will be able to meet and talk with other participants through audio and video in a 3D virtual environment and get the feel of actually being present in the room.

### Project Milestones

Milestones for both semesters:

Date	Milestone	Status
2020-09-24	create milestones	In-progress
2020-10-07	research APIs/tools	In-progress
2020-10-10	make Gantt chart	Planned
2020-10-17	create use diagrams	Planned
2020-10-21	design project specification	Planned
2020-10-25	create project proposal video/report	Planned
2020-10-26	Github setup/ Installation	Planned
2020-11-08	create the 3D meeting space	Planned
2020-11-22	put user character into 3D meeting space; user can look around	Planned
2021-01-10	put 2 user characters into 3D meeting space (online multiplayer); host the 3D meeting space on a server	Planned
2021-01-24	implement audio calls for 2 participants	Planned
2021-02-07	implement movement for participants	Planned
2021-02-21	implement video calls for 2 participants	Planned
2021-03-07	implement basic UI	Planned

2021-03-21	increase # of participants that can use the 3D space; generate room code for meeting access	Planned
2021-04-04	implement basic character customization	Planned
2021-04-18	create preset meeting rooms including wall/floor appearance and objects in the room	Planned
2021-05-02	create project video/report	Planned

### **Project Budget**

We might need a game server later on, the prices range from \$30 to \$70 a month.

**Gantt Chart** [see next page]

