



VRClassroom (Team 21)

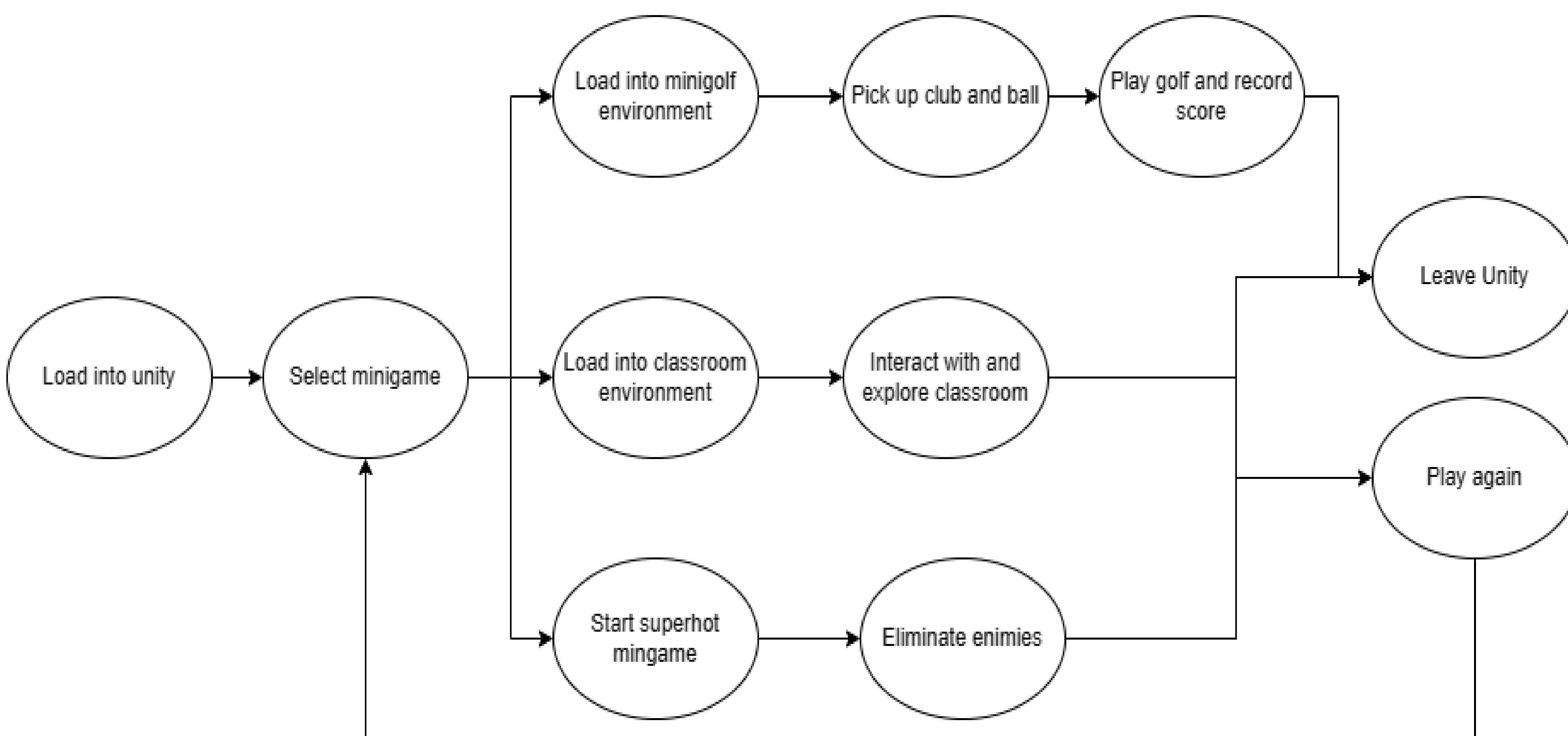
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Description & Purpose

- The project idea is virtual reality classroom simulation and sandbox
- The goal was for us to learn virtual reality
- We wanted to provide a good way for people to explore virtual reality capabilities
- We made a virtual reality sandbox with different minigames and interactions



Design



Ethical & Intellectual Property Issues

Ethical Issues:

All user data in the VR classroom would need to be kept totally secure. Not all mini game scenes would be suitable for all audiences so a video game rating would be necessary.

Intellectual Property Issues:

It is important to consider the ownership and licensing of assets we used from the asset store for the publication of this app. We also would need to make sure that we are not infringing on other mini games or application ideas that have already been created.