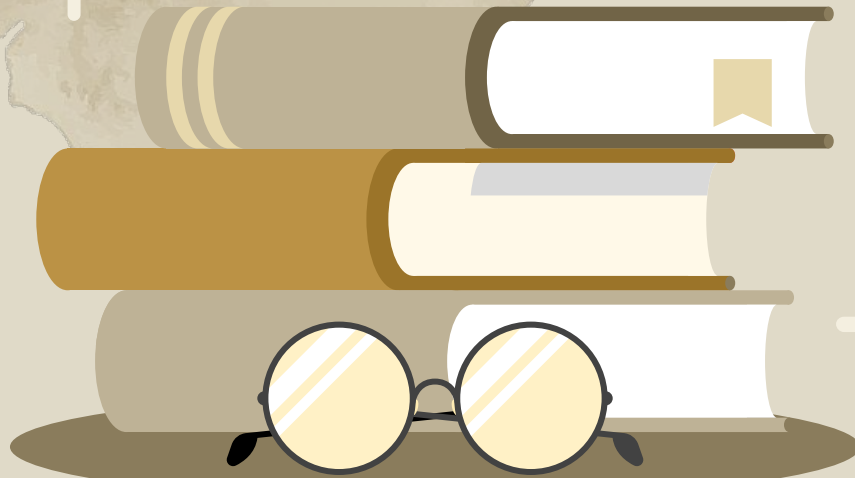




Virtual Library

Group 6



The Team

08



Long Pan



Sharon



Zhiqiang



Prishita



Weiwei



Mansi



Madhura



Junwei



Motivation



The main motivation behind this was to create a space for readers where they could read in the perfect atmosphere in an old timey library. It would promote the use of ebooks while enhancing the *feel* and enriching the reading experience. It would also allow users to interact with other like minded readers.



Features

Change weather



Rent books



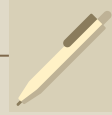
Pet cats



Multiplayer



Important Features



Book desks



Customise avatar



Read Books



Noticeboard



Methodologies

Pair Programming

We worked in pairs of coders and swapped the pairs every week.

Continuous Integration

We completed continuous integration by uploading code updates for front-end, back-end, and Unity components to our GitHub repository.

01

02

03

04

Test Driven Development

We work in short development cycles where we first write a failing test before writing any production code.

Code Quality

We ensured code quality by refactoring the code, analysing the code and using coding standards.



Test Driven Development

Watch Usage

> Press **a** to run all tests.

> Press **f** to run only failed tests.

```
PASS src/components/LikeBtn/LikeBtn.test.js
PASS src/components/BasicCarousel/BasicCarousel.test.js
PASS src/components/EmptySVG/EmptySVG.test.js
PASS src/components/DancingDog/DancingDog.test.js
PASS src/components/BasicAvatar/BasicAvatar.test.js
PASS src/components/Login/Login.test.js
PASS src/layout/Footer/Footer.test.js
PASS src/components/Register/Register.test.js
PASS src/App.test.js (5.295 s)
PASS src/layout/Main/Main.test.js
```

Test Suites: 10 passed, 10 total

Tests: 21 passed, 21 total

Snapshots: 1 passed, 1 total

Time: 6.858 s

Ran all test suites.

Watch Usage: Press w to show more.

vrlibrary

Tests.dll

- ✓ ChangeAvatarTest
 - ✓ TestChangeBeard
 - ✓ TestChangeCloth
- ✓ ChangeSkyBoxTests
 - ✓ ChangeSkyBox_ChangesSkyboxMaterial
- ✓ CharacterLegsTests
 - ✓ FootOffsetIsApplied
- ✓ DetectOffensiveTests
 - ✓ TestDetectOffensiveLanguage
- ✓ HeadBodyRigTests
 - ✓ MapMethod_TransformsCorrectly
- ✓ MirrorReflectionTests
- ✗ MultiplayerControllerTests
 - ✗ OnPhotonSerializeView_SendsAndReceivesData
- ✓ PetInteraction
 - ✓ TouchTheCat_AnimatorEnabledStateChanges
- ✗ Tests
 - ✗ MultiplayerControllerTests
 - ✗ OnPhotonSerializeView_SendsAndReceivesData

Website

VR



Test Driven Development Video



Test Driven Development Video



Complex Implementation

Multiplayer

Integrating with Unity for multiplayer required logic to handle multiple controllers and cameras in the same scene, due to lack of useful documentation and resources this took an enormous amount of time. Already existing complex UI interactions caused multiple crashes which had to be dealt with by bringing about parent-child relationship between avatar and camera movements.



Shared Database Implementation

We have implemented a database shared between WebApp and Unity with access and initialisation given only with authentication. There is a separate cloud storage for book pdfs with firebase cloud storage, authentication and firestore for other details and all related APIs were implemented.



Complex Algorithms



Offensive language detection

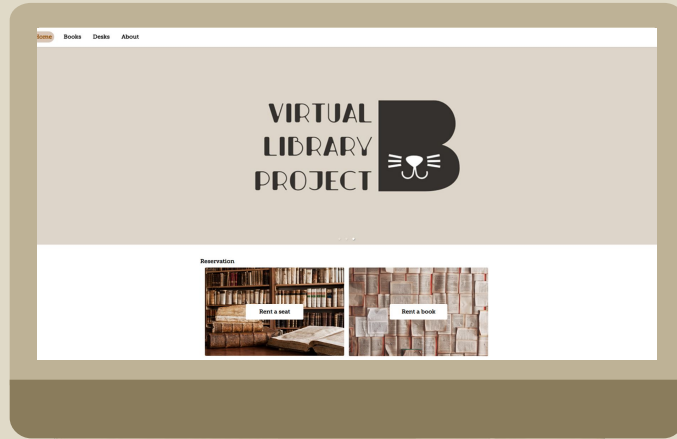
We have created a dictionary of offensive words and assigned weightage to it. Each message posted on the notice board is ran through an algorithm that breaks down the message into smaller components through lemmatization and assigns an offensive weightage to the message by comparing with vocabulary. If found to be offensive, a warning is posted instead of the offensive message.



Multiplayer Kinematics

Manager, an empty game object is connected to a free server, photon. Each time a player enters the room we initialise a game object (avatar of the player), which will be assigned as the children of camera rig in the hierarchy. Each step the game object (the avatar) moves, its transforms (position, rotation) are transferred to the server and hence the other player.





Website



Website:

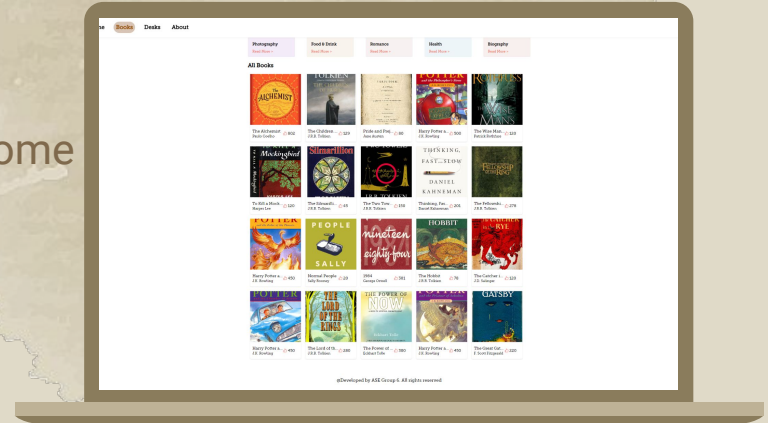
<https://virtual-library-ase.github.io/Front-end/#/home>

Firestore (Firebase):

<https://console.firebase.google.com/>

Back-End Documentation:

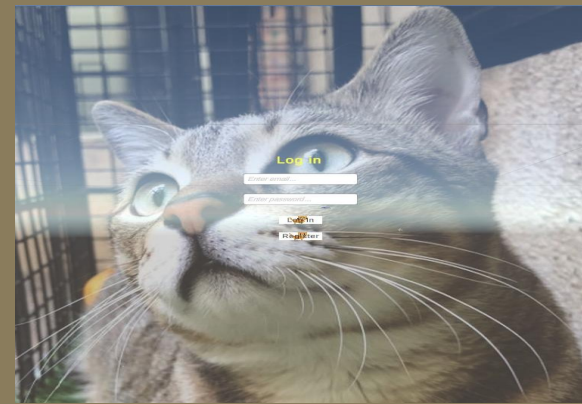
<https://github.com/Virtual-Library-ASE/Back-end>



Demo Video



VR Library



Demo Video (VR)

