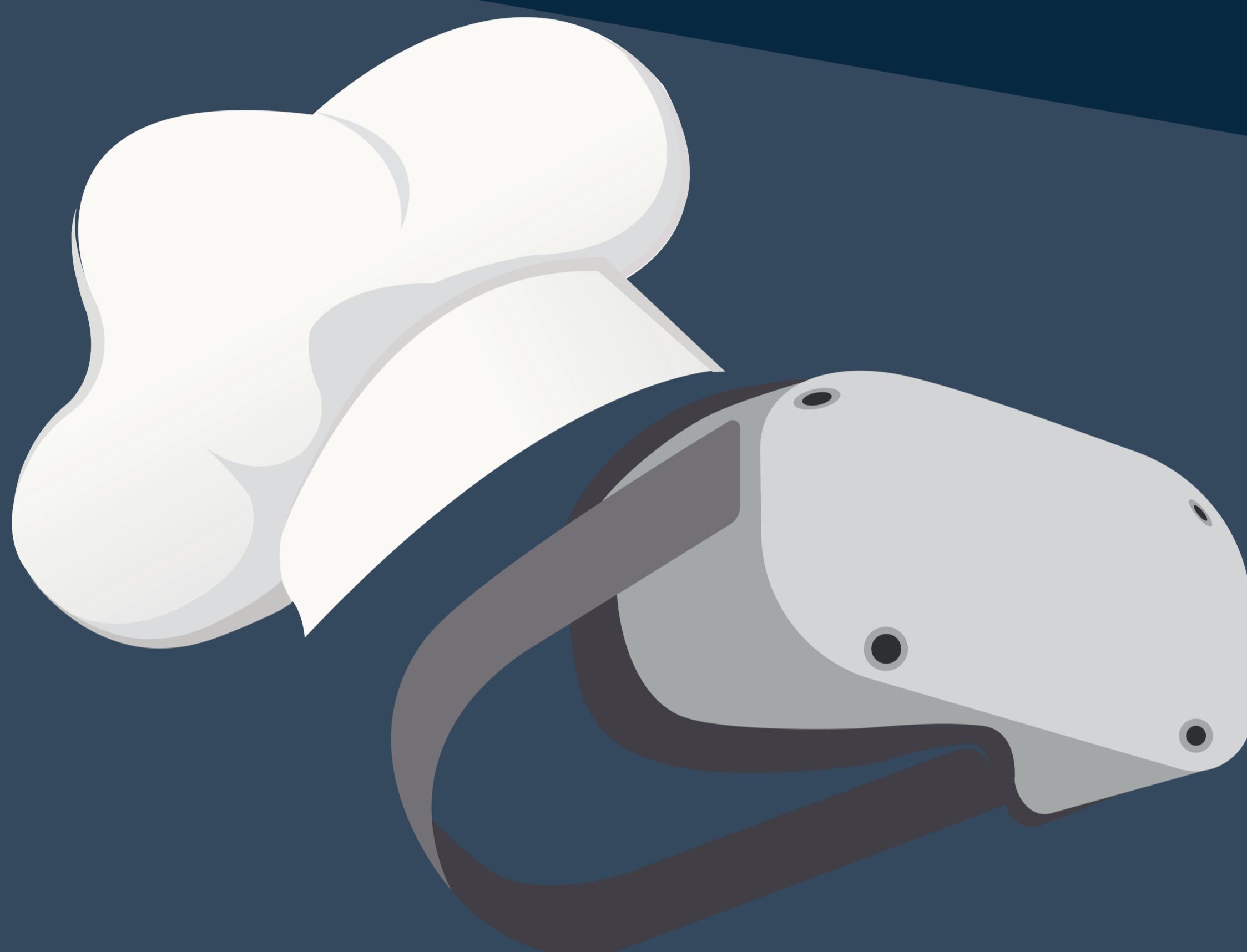


Chaos Chefs

Unity based Multiplayer Video Game in Virtual Reality



Virtual Reality

This project was developed for Virtual Reality (VR) using Unity's XR interaction toolkit. The XR Interaction Toolkit is a high-level interaction system for creating VR and AR experiences. This toolkit uses OpenXR, which is an open standard that provides access to Augment Reality (AR) and Virtual Reality (VR) devices. The game was developed with the Meta Quest 2 & 3 but will work with SteamVr.

Co-op

The game features multiplayer where players can join each other and cook recipes together. This was implemented using Unity's Netcode for Gameobjects. Netcode is a high-level networking library specially built for Unity, it uses a custom protocol called Unity Transport. It allows data about GameObjects and the world to be sent across networking sessions to other players.

Methodology

SCRUM is an agile methodology that was applied in this project. The development process is divided into two-week periods known as sprints, and each sprint is preceded by a planning meeting. The tasks needed to finish the project are added to a product backlog, which is then transferred to the sprint backlog during the biweekly meeting.

