

## **MetaCommerce - The Future of Shopping with Metaverse**

Team Name: Binary Busters

Institute Name: Dr .B.R. Ambedkar National Institute of  
Technology (NIT), Jalandhar

# Team members details

Team Name	Binary Busters		
Institute Name	Dr .B.R. Ambedkar National Institute of Technology (NIT), Jalandhar		
Team Members >	1 (Leader)	2	3
Name	Ashanpreet Singh Sra	Bhart Bansal	
Batch	2020-2024	2020-2024	

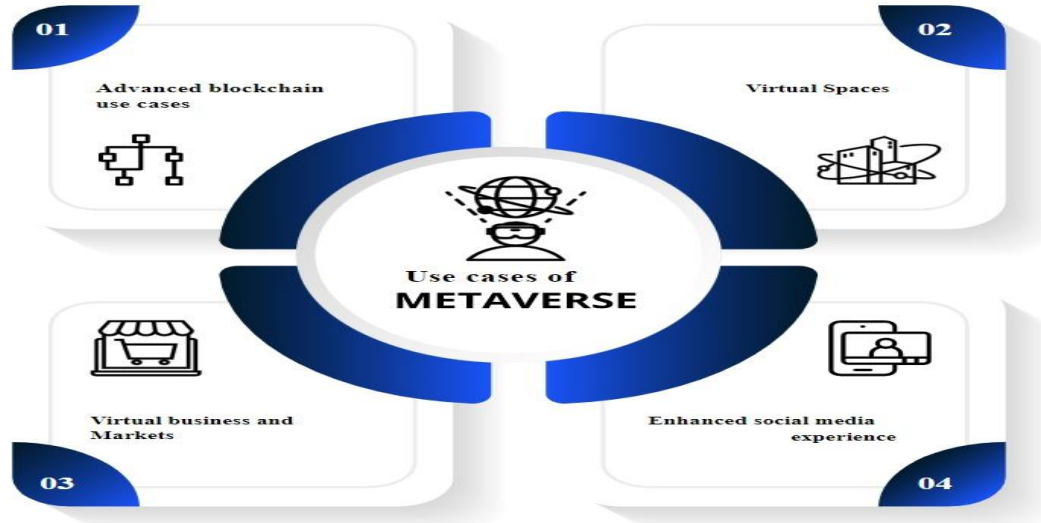
# Deliverables/Expectations for Level 2 (Idea + Code Submission)

The solution should focus on:

- Building a web-based metaverse using out-of-the-box Avatar generation tools for users to enter and experience. **Hint - Existing open source solutions can be used.**
- Building a shared 3D space on the web that is shared concurrently by many users. **Hint-** Any existing 3D spaces can be used.
- We are listing a few feature suggestions below - Feel free to use a part or all of them in your experience Or additional features can be added too. The idea is to build a next-gen futuristic Metaverse Shopping experience.
- Ability to view products in 3D in the shared spaces and AR as well (You may allow users to scan a QR code to view products in AR on their phone)
- Ability to try-on apparels etc on the Avataar.
- **Bonus-** Add-to-cart/checkout of the product
- **Bonus- Voice chat with fellow shoppers, enablement of camera**
- **Bonus- Use your imagination and create innovative experiences.**

# Use-cases

- User can enjoy virtual experience of shopping even by sitting at home.
- User can use it see products of different brands at one place.
- Enhanced social media experience



# Solution statement/ Proposed approach

We have created a shopping experience in metaverse.



User can view the item and can add to cart.



User can move freely and go to desired location.



User can have the experience of real life shopping while sitting at home.

# Limitations

- There is scope of improvement in character movement.
- Larger shopping area needed.
- More Commodities to be provided.
- We should be able to try commodity virtually on ourself
- More real life shopping experience can be provided
- Interaction between different customer should be included.
- Proper instructions to guide user to exact shopping section of his choice.
- Virtual gaming zones should me made to attract more customers

# Future Scope

- Different gaming zones can be provided to users to attract more users to visit place.
- We can make multi user shopping platform
- Voice chat feature between customers can be made available so that they can have real life shopping experience



Thank You!!!