



Royal University of Phnom Penh

Project Practicum

“ Student Lobby + Online ”

‘ Bring life to virtual ’



Faculty Engineering



Use LiveStreet

from VSR Live Street

RUPP Walking Tour 2021 | Royal University of Phnom Penh Tourism Walking View.

 VSR Livestreet

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After



STEM Building

In Student Lobby project environment

Before



After

Before

STEM Building
In Student Lobby project environment



❖ Background and Motivation

❖ Problem Statements

- Misinformation
- High consume of money & time for outside society
- Limited chance

❖ Aim & Objective

- People communicate online
- People can chat with visual way

❖ Research Plan

- Workflow Progress Design

❖ Limitation & Scopes

- Global access & Multiplayer
- Desktop Application
- Sent Message(text, voice)
- Path finding
- Mini Map
- Presentation

❖ Methodology



SORY TET

You're a student trying to pick a university, but there are so many choices! We're creating a cool 3D platform where you can visit different universities online, chat with other students, and learn together. It's a fun way to make decisions, save money, and connect with others on your educational journey.

-find friends with the same passion to talk, no worry any personal background



SORY TET

1. Misinformation: Why? => This is why 3D come-in!



Mom: How does your school look like?

U: My school have a beautiful environment



SORY TET

2. High consume of money & time for outside society

Move = money & time



SORY TET

3. Some People have a limit ability for choosing their University which they love
And Opportunity in some case of University.

**Some of them can't join
school, cuz they have job to
work**



SORY TET

- **People can chat, talk, text, Interact, and watch something together ...**
- **Build a Strong Connection in School Community**



SORY TET

- **Global Access || Multiplayer**
- **Desktop Application**
- **Sent Message (text, voice => third party)**
- **Mini Map for view the whole map as 2D aspect**
- **Announcement or alert message when class open or other event start**
- **Presentation in class**
 - **Projector Connection**
 - **Press the button and have a sit**



SORY TET

- **Using Unity Engine for Game dev**
- **Using Netcode for GameObject as a Network Framework**
- **Using Dedicated Server for Communication - C2C**
- **Using Discord Integration for voice system**
- **Using Starter Kit Asset of Unity official Provider**
- **Using New Input System for Flexible in any Controller(Input)**
- **Using other more Module in Unity Gaming Service to support multiplayer and game mechanics**



SORY TET

- **Choose game engine**
- **Search Network Solution**
- **Basic Unity Scripting**
- **Synchronize Data : Movement, Animation, Event, Stats**
- **Game Server Handler: Dedicate Server, Peer to Peer**
- **Starting to Build Environment: Modeling, Texturing, Animation, ...**



SORY TET

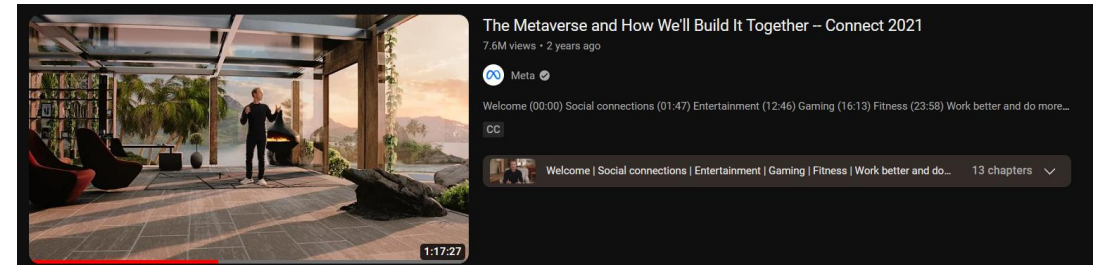
Lecturer Review



- <https://youtu.be/7glCsF9fv3s?si=jCqav4avlb6HnijQ>



[Encyclopedia](#) | [Free Full-Text](#) |
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<https://youtu.be/Uvufun6xer8?si=iEb187u2l9fbRXzM>



SORY TET

❖ Demo Time

Student Lobby

Environment

Preview

Project

