

PC VR Builder

A simulator for building PCs, without the need to worry about breaking expensive parts.

Team members: Iov Alexandru Constantin, Spilevoi Bogdan-Vasile, Lucanu Sebastian

Description

- (1) One paragraph about **why** this app
 - (a) Because building PCs is very interesting, but very hard to do because of the prices of parts and high risk of breaking them if you are not already skilled. This app will serve to guide people through the motions of building a pc for the first time, while featuring different parts and compatibilities between parts.
- (2) One paragraph about **how** this app will achieve the why
 - (a) Through the tactile capabilities of VR (Moving the parts yourself, placing them one on another, etc...), this project will help people get accustomed to pc parts and how they fit together.
- (3) **What is different** compared to other solutions
 - (a) There have been games/simulators for building PCs, but none on VR yet.

Similar products & Relevant Links(>=3)

Name: PC Building Simulator

Url: https://store.steampowered.com/app/621060/PC_Building_Simulator/

Relevant Features

- Is based on the exact same premise, but not on VR.
- Features slotting pieces one into another, fitting screws and wires, etc...
- Serves as a great source of inspiration. The game is made in unity, so the process of it's making is very helpful to us. We can use some of the same technologies as them.

Name: PC Virtual Lab

Url: https://store.steampowered.com/app/1825460/PC_Virtual_LAB/

Relevant Features

- Same idea as us, badly executed, bad reviews
- Same as Pc Building Simulator, we can look at this and figure out where NOT to go wrong, what libraries to use, what to not use, etc...

Name: PC Building Youtube Videos

Url: Not one link to describe this, but for example:

<https://www.youtube.com/watch?v=s1fxZ-VWs2U>

Relevant Features

- Very good info, very realistic, but no interaction.

- We can use these videos as guidelines for the rules in our simulator. So we would effectively be trying to build something similar to this video, but in VR.
-

Main Features

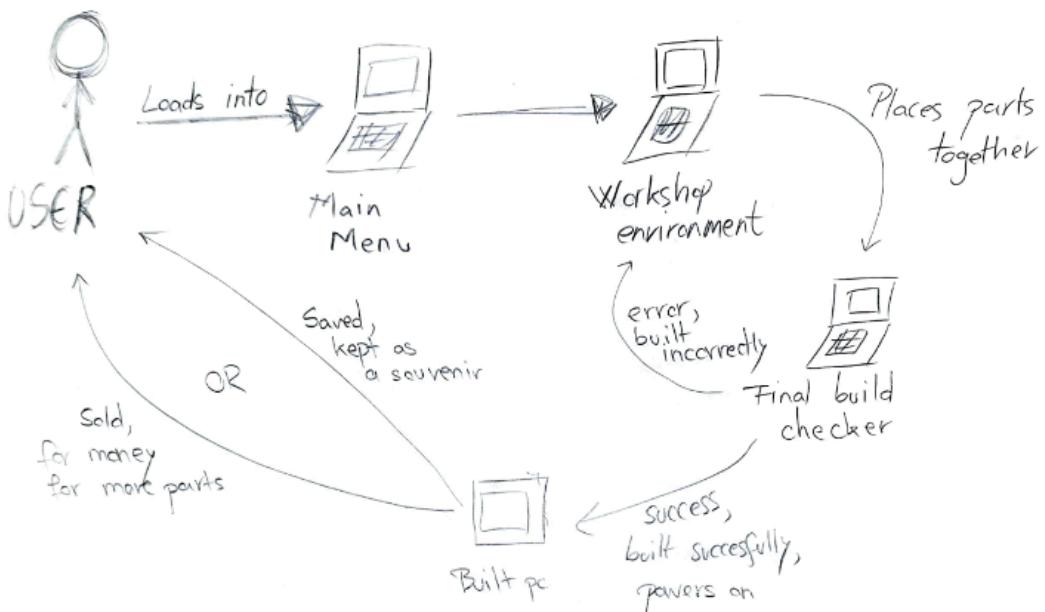
PRINCIPAL MAIN VERY IMPORTANT FEATURE:

- Being able to build a working pc from scratch, starting with a case and disassembled parts.

Other features:

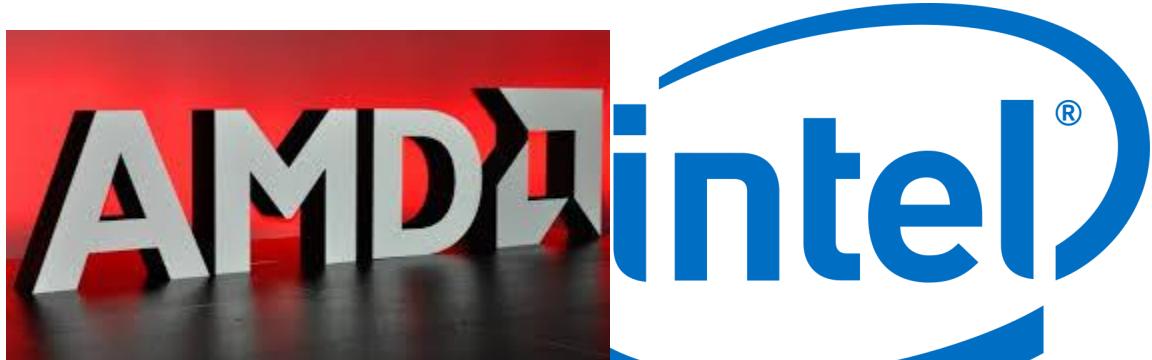
- Perhaps some form of progression, to increase playtime, a money system (i.e. build a pc, sell it, and build another one with different parts)
- Some parts don't fit together because of mismatched sockets, etc...
- Being able to turn on the pc at the end, and get a relevant error or success message.

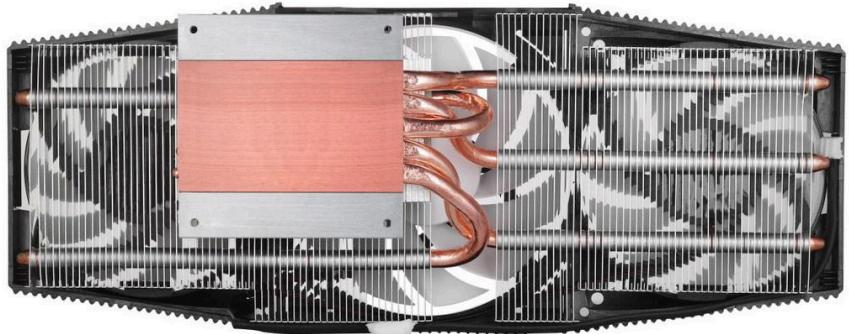
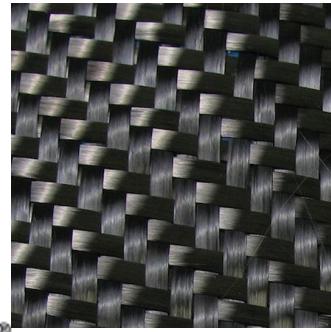
User Journey Diagram - Step by step flow through app



Moodboard (10+ images)

Un moodboard este un "board" cu imagini care ne ofera inspiratie vizuala, de la culori, stil vizual, texturi, etc.





----->>

Technologies, Libraries, Assets (cu linkuri) (>=5)

1. - Obviously, we are going to be using the Unity engine, OpenXR for VR interaction and C# for coding.
2. - Blender, for creating or editing assets
3. - SteamVR plugin, supposedly makes everything run smoother and feel more interactive. Could definitely be useful.
4. - <https://assetstore.unity.com/packages/3d/environments/sci-fi/free-sci-fi-office-pack-195067> - Office assets
5. - <https://assetstore.unity.com/packages/3d/props/electronics/computer-devices-165051> - Monitor, keyboard, mouse assets.
6. - <https://www.turbosquid.com/3d-models/pc-fan-2449402> ,
<https://www.turbosquid.com/3d-models/pc-fan-2449402> ,
<https://www.turbosquid.com/3d-models/graphics-card-gpu-2275579> ,
<https://www.turbosquid.com/3d-models/product-cpu-technology-chip-2139139> ,
<https://www.turbosquid.com/3d-models/motherboard-low-poly-supermicro-x11sca-w-motherboard-2117604> - Different PC parts on TurboSquid.