VISION STATEMENT

V-Meet

1 Introduction

V-Meet - ‘The Meeting room in the Metaverse’ is a fun way to meet online in a virtual environment without the stress of turning on your video for the same. We’ll be working on developing an interactive environment focusing on reducing the limitations that come with long distance meetings. Meet the future of Google Meet!

2 Background

2.1 History

In science fiction, the "metaverse" is a hypothetical iteration of the Internet as a single, universal, and immersive virtual world that is facilitated by the use of virtual reality (VR) and augmented reality (AR) headsets. In colloquial usage, a "metaverse" is a network of 3D virtual worlds focused on social and economic connection.

Creating and customizing our own virtual space & building the next generation of group meetings. Join the future of Virtual Property.

Explore, create & connect in our metaverse platform. Make connections, feel out of this world (quite literally).

2.2 Requirements

Creating a metaverse requires a robust platform, 3D modeling and design tools, networking and connectivity, AI and machine learning, and

potentially blockchain and cryptocurrency features. It is a complex endeavor that requires expertise in various fields.\

2.3 Solution

The concept of a metaverse offers the potential for a fully immersive and interactive virtual world that allows for new forms of socialization, entertainment, and commerce. It could also provide opportunities for education, training, and simulation. The metaverse could also potentially allow for the creation of new digital economies and the ownership and trade of virtual assets.

3 Objectives

In the background section above, we have described the general basis upon which the project will be created. We've described the problem or opportunity that exists in the business and the solution that the project needs to deliver. In this section, it is now time to describe the project that you are proposing is initiated.

3.1 Deliverables

The project will deliver a working prototype of the Metaverse meeting room, including the Google Meet basic API. The system will be tested in a controlled environment to evaluate its performance and accuracy.

3.2 Timeframe

The project is expected to take three months to complete, including the design, development, and testing phases.

3.3 Resources

Resources for making a metaverse include gaming engines, 3D modelling and design tools, networking and server architecture, AI and machine learning tools, and potentially blockchain and cryptocurrency platforms. Other important resources include a team with expertise in relevant fields and funding for development and maintenance.

3.4 Risks & Issues

The risks and issues associated with a metaverse include privacy and security concerns, potential negative impacts on mental health and addiction, perpetuation of inequality and exclusion, and legal and ethical issues.

3.5 Success Criteria

The success of the project will be measured based on the accuracy of the integration of the 3D models, Virtual environments and backend operations.

3.6 Authorization

Authorization for using a metaverse may involve agreeing to a set of terms and conditions, providing personal information for registration and user verification, and potentially paying a fee or purchasing virtual assets within the platform. Additionally, depending on the jurisdiction and content of the metaverse, there may be legal and regulatory requirements for users to comply with.

4 Semester Milestones with timelines

2nd June – Beta version of V-meet

16th June – Bug fixed release

5 Budget

5 VR Headsets (for a truly immersive experience) with touch controllers.

– (80,000-4,00,000)