VR Arcade Management System Overview

# Server Service

This server service is installed on server. Acting as center control point that all client daemon, Management GUI, Barcode Scanning Dashboard connecting to. It keeps all configurations in database and based on functionality coordinate the whole system.

Server service also interface with booking system (Bookeo) and pulling the latest online booking information to the local.

Technology: .NET C# 4.6, MySQL

# Client Daemon

This client daemon is installed on all production VR gaming computers. Featuring an in-VR headset game menu and a VR dashboard to exit the game. Also have the ability to turn on/off/reboot computers and enable / disable USB/PS2 port for security reason.

Technology: .NET C# 4.6, Unity Engine 4.6.1, SteamVR SDK, Windows DDK

# Barcode Scanning Dashboard

This is a standalone micro-computer that build based on Raspberry PI, LCD touch screen, barcode scanner, speaker and Linux as the operation system. The LCD will tell customer the current status of the VR gaming computer it linked to and customer can scan barcode to turn on the station and begin session.

Technology: Raspbian, C# Mono

# Management GUI

This is the graphic user interface running on management computer (laptop or windows based tablet). This software enables manager to start / end a timed / non-timed session. Also featuring computer managing features such as turn on/off/reboot computers, lock /unlock all USB/PS2 ports. Through this software it interfacing POS printer and in charge of printing barcode that turn on/off/reboot computers.

Management GUI does not directly control any client. It connected to the server to facility all management functions.

Technology: .NET C# 4.6, Telerik WinForm Control

# Waiver Signing Station

This is the electronic version of waiver signing web software that customer sign before start session. When entering correct booking reference, a session start barcode will be automatically printed.

Technology: PHP7, MySQL, JQuery, Bootstrap, SASS, Ajax