horizontal line

**Retro Hacks**

Level Up

**27th March 2022**

# OVERVIEW

Level Up is a free online virtual service platform that provides the users the ability to utilize facial recognition software to generate their own avatar model with the biometric data that is provided. In addition to generating an avatar, the user data can be able to be uploaded into any VR Device and it can be used to establish a testing model within our own pre-generated VR Simulation.

# GOALS

1. Creating the Level Up Website which would be able to perform the services below:
   1. **Registration Page** (Username, Password, Avatar)
   2. **Login** (Username, Password)
   3. **Avatar Linking with the User Account**
      1. We have initiated a partnership with [the company that owns Ready Player Me].
   4. **Linking the Website to the SQL database**
      1. We are currently using a third party host to service the dataspace (right now it’s Amazon).
   5. **Linking the website and the VR Platform**
2. Build a user interface that will store users' avatars within their account data and then integrate their avatar into any VR Environment.
3. Successfully Host a functioning VR Environment with the user being able to take their Avatar model from the website and append it to their VR system.

# SPECIFICATIONS

**Constraints**

* **Unity Download Software compatibility issues:** Software/Hardware Complications with Unity version and editor compatibility.
* **Website Configuration:** Delays in understanding Domain Website configurations and the methods required to change the settings.
* **Webpage:** Domain Page complications within the editor, the one teammate that purchased the domain is the only person that has editor privileges into the domain editing process and no one else can practically edit the website, unless they were intimate with HTML scripting.
* **Unity Collaboration:** Can’t be able to collaborate together through unity. Licencing issues among seating and the sharing of documents.
* **Avatar Conversion Complication with Unity:** Building UI’s that can have functions to take data from Unity and import it into the user system for the VR Environment.

**Solutions to Constraints**

* **Unity Collaboration:** Utilization of GitHub and transmission of information via Email/Discord.
* **Webpage:** Simply relegated the task to the one teammate and have the Project Management member assist with the designs of the project to ensure compatibility with the other components of the project.
* **Unity Download Software Compatibility issues:** Instead of wasting more time trying to fix a PC issue, the teammate was delegated to Project Management, Documentation to ensure project communication, troubleshooting+testing, and research.

# MILESTONES

## Creation of the Level-Up Website

## Utilization of the Avatar Generation Software Service

**Successful Generation of the VR Environment**

# Eventuals

**Multiplayer Capability**

**Facial Recognition Taglines**

**Far Eventual: Age Restriction Interface**