Google Map Platform for VR Traveling

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Product Mission Statement

- **Users can wear the VR and log into the “Google Map Platform” cloud server**
- **In the fake world, users can go to any place that Google Maps has**
- **Each location is updated, and people can interact with many objects**
  - **Experience the culture of different regions**
  - **Talk or trade with other online users**
  - **Enter any stores, museums, fitness centers, and other facilities**

User Stories

- **As a tourist, I want to virtually explore destinations before planning my real-world trips, so I can get a sense of a place and discover points of interest from the comfort of my living room**
- **As an urban planner, I want to use VR technology to visualize and test city design concepts, enabling me to assess the impact of changes in a virtual representation of a real-world city**
- **As a fitness and outdoor enthusiast, I want to use VR gaming to simulate outdoor activities like hiking in real-world locations, providing an engaging and active experience**

- **As a software developer, I want to seamlessly integrate Google Maps APIs into my VR gaming application, so I can create a realistic and interactive VR environment that incorporates real-world maps, terrains, and locations**
- **As a cloud server developer, I need to protect the privacy information of every user and keep personal data up-to-date. It is also essential to ensure that cloud services can operate generally during peak hours**
- **As a VR developer, I want to offer customizable VR environments and scenarios to players, allowing them to modify the world, set up challenges and create their own unique gaming experiences**

MVP

As a developer

- **Make sure each user can explore a single real-world location. There is many data from Google Maps, and users are organized well**
- **For VR devices, I need to implement the primary navigation. The users can navigate within the VR world using VR controls such as walking, running, and interacting with objects**
- **Need to prove the platform can support multiplayer online, in other words, allowing a limited number of players to connect and explore the exact location simultaneously**

Third Party APIs

- **As a VR developer, I can use the OpenWeatherMap API to integrate real-time weather data into the VR environment. Players will experience dynamic weather changes while exploring, adding an extra layer of realism to the VR gaming experience**
- **As a user, the Photon Unity Networking to connect with others and engage in games within the VR world. Players can compete against each other on a real-world map where strategic advantages are based on actual geography**
- **As a tourist, the Places API to provide information about nearby points of interest and landmarks within the VR environment**

- **As a VR developer, I can use the Directions API to calculate routes and navigation information within the VR world, which can be essential for strategic gameplay**
- **As a software developer, I can use the Time Zone API to determine the time zone of specific locations**
- **As a software developer, I can use the JavaScript API to showcase the developer's ability to integrate Google Maps into the VR environment**