

# Team Introduction

Scott:

- Project Manager
- Multiplayer Networking
- Some UI Backend

Istiaqul:

- World Simulation Management

Devyn:

- Player Control
- Logic for the Student Tasks

Genesis:

- User Interface

# Project Introduction

- **Project Vision** : Create a multiplayer airfield operations training platform in Virtual Reality where students of various fields can practice real world scenarios
- **Project Task** : Build the foundations of this training environment starting with User Interfaces and the classroom scene
- **Core Components** : Single player and multiplayer capabilities, Virtual Reality integration, Instructor Functionality, and to be a core environment to be built on.

# Major Design Choices - Project

Engine: **Unity** or Unreal?

- VR compatible
- Familiarity
- Multiplayer Networking

Networking:

- Security: Can we make connections on base internet?
- Will it be too costly?

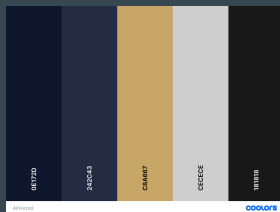


unity

# Major Design Choices - UI

## User Interface:

- Colors will use the US Air Force colors which are ultramarine blue and gold.



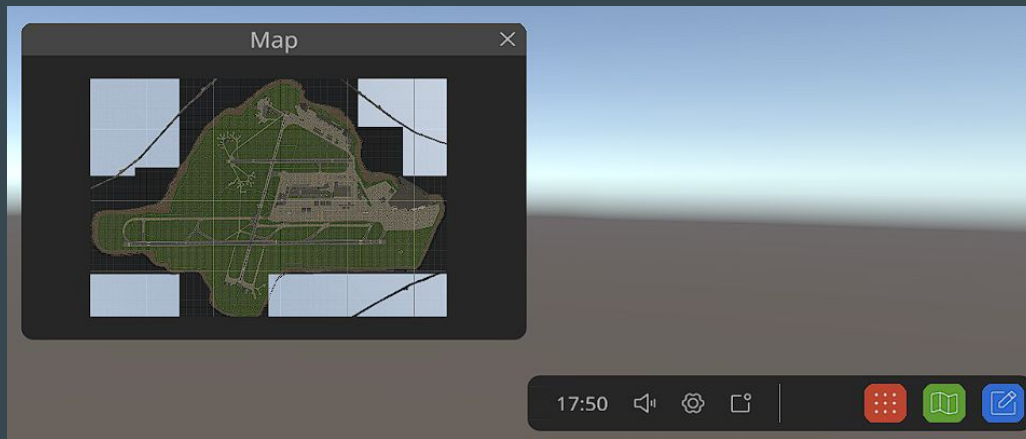
- Buttons: rectangular shape, yellow, blue, or black background color for easy identification
- Font: sans serif similar to Arial such as Liberation Sans for legibility

Liberation Sans Regular </>  
The quick brown fox jumps over the lazy dog

# Universal UI

## Framework Functionality:

- Grabbing Objects
- Selecting
- Sliders
- Physics Pressable Buttons
- World Canvas



## Core Interface to include

- Settings
- Training Document
- Personal Notes
- Instructor Panel

Next: Customize the menu



# UI - Main Menu

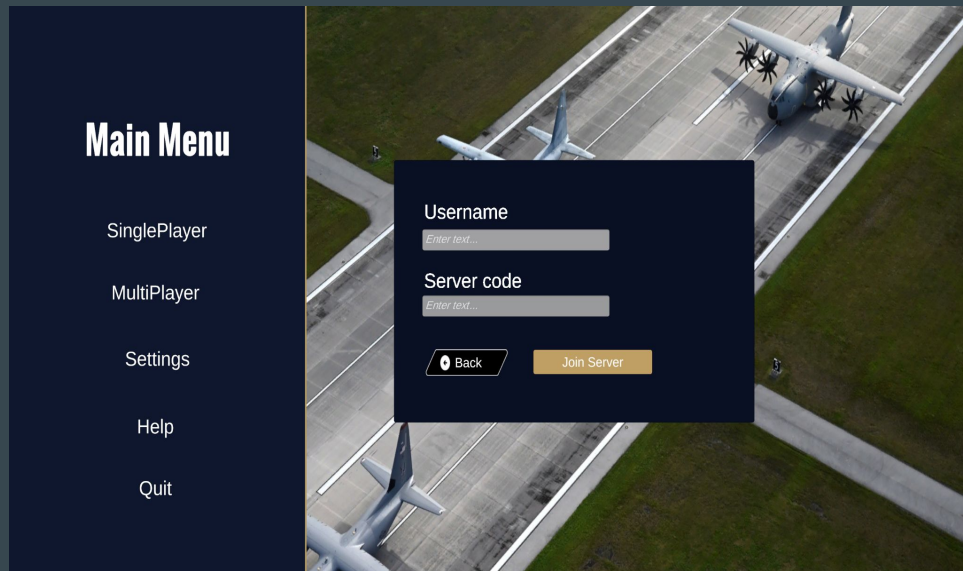
What we have:

Side Panel and Center Panel

Single Player - choose a game  
(Airfield Driving or Parking Manager)

MultiPlayer - option to join or  
host a session

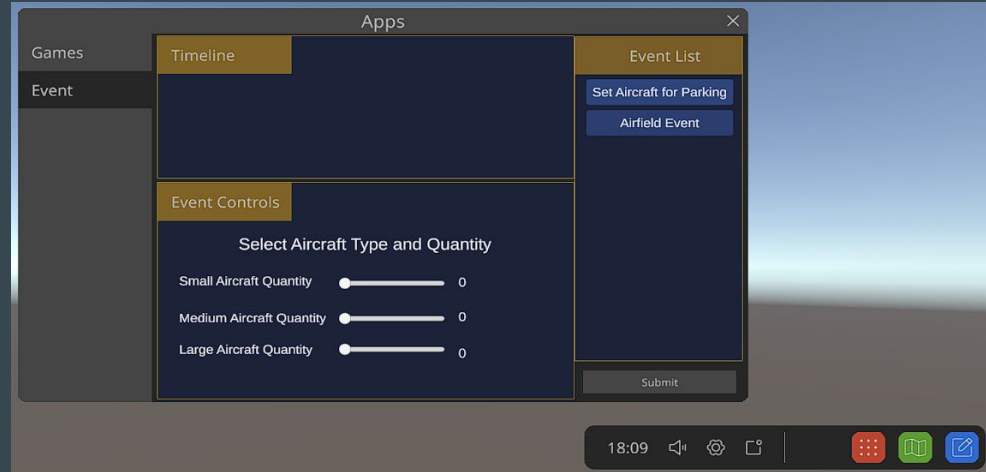
Backend Functionality for joining  
and hosting sessions.



# UI - Instructor Menu

What we have: Layout of Instructor controls to create an event and event controls manager

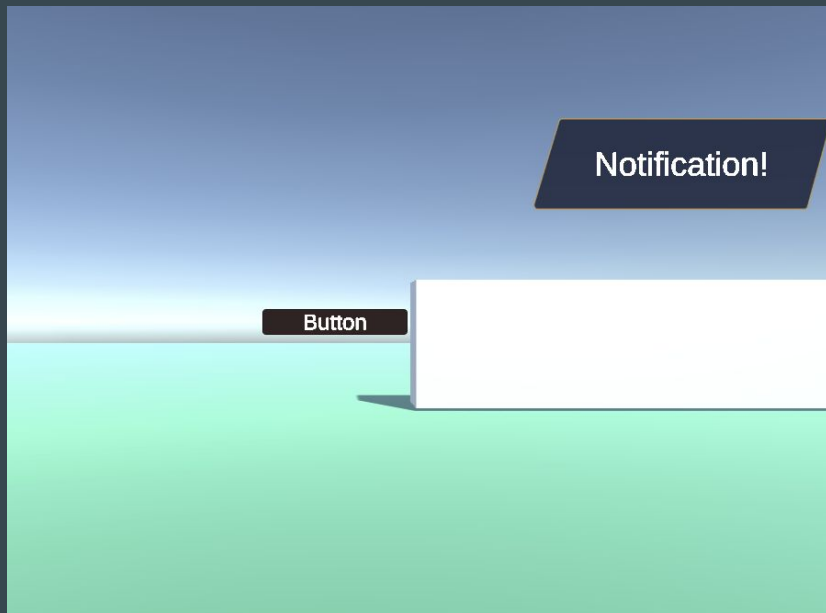
Next: Add more controls specific to each event



# UI - Notification/Alert

What we have: Notification pop up

Next Step: Add specific notifications





# Next Steps - Parking Module

What we have:

