This project was a group project for my VR graduate course. The assignment was to create a program that related to both Virtual reality and Covid 19. Our group decided to create what is essentially a kahoot ripoff. In other words, we made a virtual reality quiz, with the intent to replicate a classroom setting. We also wanted to constrain our design to just a headset and a single input. This means that the barrier to entry would only be a phone and a google cardboard.

The first obstacle my group wanted to handle was the multiplayer aspect of our game. We thought that this would be relatively difficult, and so we portioned the majority of our time for it. Fortunately, Unity does everything for you, <st> (taking all the fun out of it)</st>.There were a couple of available services, and we went with Photon.

We downloaded some of the demos just to test it out, and then I worked on the given tutorial for Photon PUN (link)(demo).