Intro:

It starts with getting on the train to another dimension. It's a place where things move really slow and people can take all the time they need. Connections can be made and new interactions can be built. The design process is the main component of this project because the process will be detailed. Normally, in real life, riding a subway, train, bus, or car can be boring and sometimes strenuous. By taking the road to CyberWater, users can have a good time in VR. Windows are openings while the air changes with each window.

The users can start by wearing the VR headset and entering the dimension. As they begin to change, each user can walk around each compartment. They can move freely left to right and pick up things from the floor. When something hits them, the headset vibrates letting the user pass by. Every cart will reveal a new environment where the player has to upgrade to the next level. There is a hidden clue when people need it (an option to click on the question mark). It is meant to lead players in figuring out what kind of world they are in (being heavily influenced by popular films like *Alice in Wonderland* or *Cyberpunk: Edgerunners*).

During the initial work, issues like misnamed syntaxes or big files can come up. If not modeled well, the trains could feel too small or the windows can stay still. The big component is to imagine how spacious the inside will be. Since it has to have enough space for better interaction, the buildups have to connect with each other. Also the window designs are another part because whether it's round or square, each corner needs to be playful along with the question marks.

Sound/audio is an important part of the project because it'll help the users understand where they are. It could be the sounds of animals or glass breaking when the windows appear. The atmosphere is about letting it feel super technological and zappy. Maybe if sounds of frogs were combined with keyboards clicking would be a sound mix that could be possible. In addition, AI will be used for connecting users through the internet. They can use AI to track their steps. They can backtrack and retrace back to the previous carts.

Softwares like C4D, Blender and Adobe are going to be used to design the models and atmosphere. Since XR is about functionality and proper coding, Godot will be heavily used for lighting experiments and sound effects. In addition, landscape building is well used in Godot. Multiple file types and file outputs will be attached to the whole project so everything comes together.

Users might be confused when they experience the moving train because it'll be hard to understand what they perceive. Yet at the same time, it's the best time to leave your job or an important test while taking a break to this new digital world. Only time will tell of how there will be an option for users to create their own space.

Solution:

Survey questions:
What kind of train ride do you prefer in VR?
Is there a window you like to look through?

Feedback from the people or new ideas
A weird object
Every train sector means new environment

Thomas the train