CS261 VR CA Assignment

*Short abstract of what this room is, its theme and why I chose it*

I built an isometric room that represents a modern apartment that I would like to own in Dublin City. It has a modern, clean theme and it is bright and open. A view of Dublin city is visible from the window and the room extends out to a kitchen with a door beside the sofa. The room symbolises a nice small apartment I would like to potentially live in in the future.

*List of dependencies with links that I used:*

* TV – <https://poly.google.com/view/2flJebZTUrg>
* Coffee Table - <https://poly.google.com/view/dk5cBHiqIpa>
* Sofa - <https://poly.google.com/view/4QKlmmd0v2b>
* Bookshelf - <https://poly.google.com/view/15B0ihXkg3C>
* Desk - <https://poly.google.com/view/c406LNgto0n>
* Ambience sound - <https://freesound.org/people/bulbastre/sounds/126994/>
* White brick wall - <https://www.pinterest.ie/pin/215046950934768865/>
* Floor texture - <https://www.123rf.com/photo_71993063_wood-texture-background-seamless-wood-floor-texture.html>
* Kitchen picture - <https://www.pinterest.ie/pin/31947478576460926/>
* Dublin picture - <https://www.dublinlive.ie/news/dublin-news/dublin-named-one-best-small-17726757>

*Short description of what I found challenging, what was enjoyable and what was interesting*

The part I found most challenging was setting the position of each object in my VR scene. it took a long time to get each item to be in the right position. It takes a while to get used to the structure of positioning objects. I also found viewing the scene challenging at times as it would take a while to load. I enjoyed using my creativity to create a small scene in VR and I did enjoy the challenge. It was interesting to see and learn how positioning works in a-frame and also how many different things you can achieve with a small line of code.