

# ARCHITECTURE GOLF IN VR

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CONCEPT IDEA: MAKE  
KNOWLEDGE SHARING  
SMOOTH

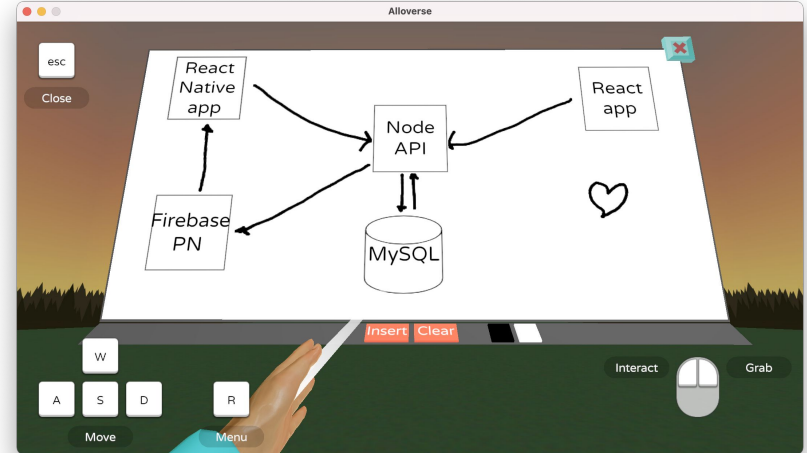
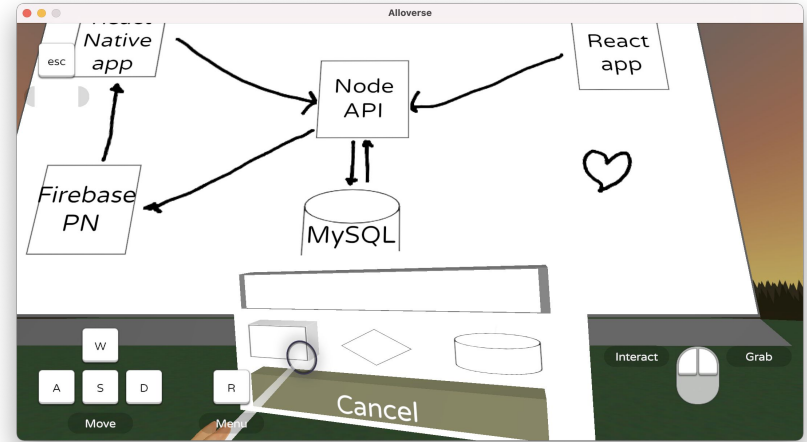
→ LINK ←

# THE FLOW

- Team members take turns adding shapes that represent a part of the system
  - Shapes can be connected to show their relation in the system
  - Team briefly discusses what's being drawn
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# FEATURES

- Adding/removing shapes from the board
- Drawing/erasing from the board



# CHALLENGES

- Positioning – math can be tough. 🥶

However, after some time you adjust to the new way of spatial thinking and it becomes easier.

- Thinking about UI/UX in VR – it's quite different than web programming, conventional solutions do not always work naturally. It's all about switching the mindset.

# TODO

- Adding more shapes (and in better quality 🤪)
- Different shape colors
- Different paint brush colors
- Adding an order in which shapes can be added, so everyone has their turn

# CONCLUSION

- Alloverse rocks 🎸
  - APIs make sense and are easy to use
  - It doesn't take much time to build something concrete with the available examples
  - It can be as flexible as you want it to be
  - With the possibility to add different apps to a space, you could build a whole environment, e.g. having a cozy AW with retro music in the background while playing a game with colleagues
- Lua is super awesome and easy to code in



*A whole new world!*