

PROJECT

OASIS



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# INTRO

**OASIS - A platform to create virtual spaces where people can come collaborate ,connect with others .OASIS changes how people interact virtually forever.With OASIS the meetings are no more boring ...**

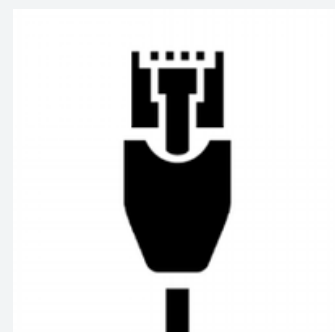
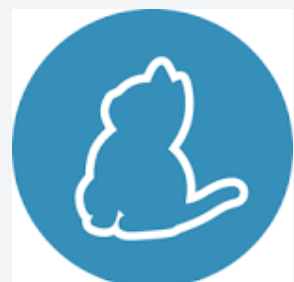
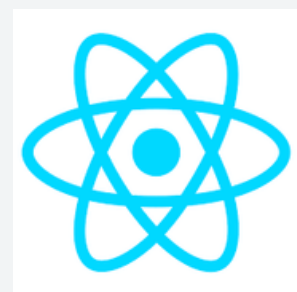
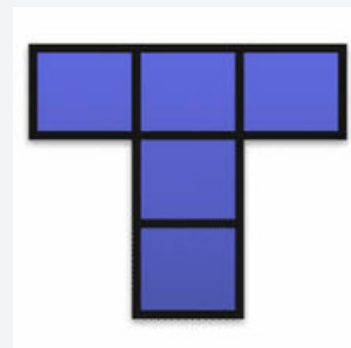
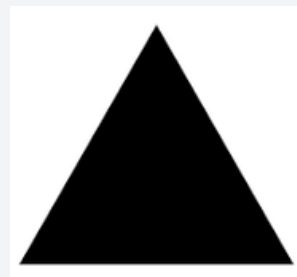
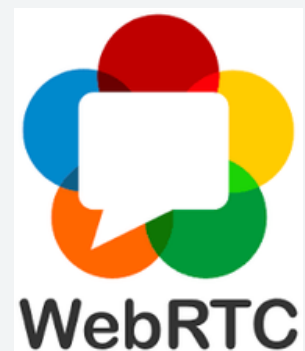


# What is OASIS ?

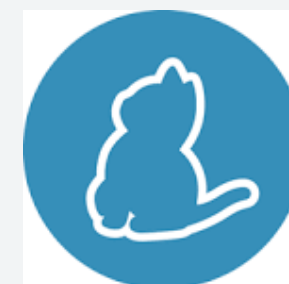
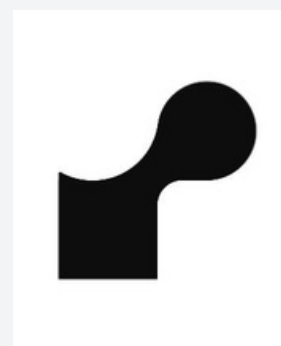
**OASIS is a metaverse platform built for digital collaborations saying good bye to all the boring collaborative platforms .with oasis the meeting and collaborations are gamified in a way that you will extend the meeting not exit.**

# TECH STACK

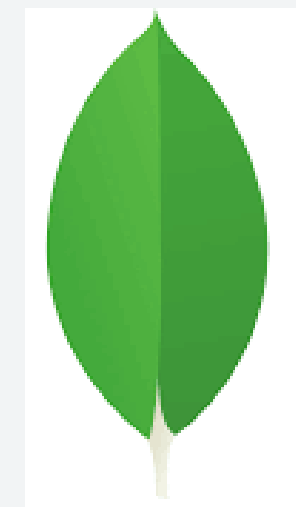
## FRONTEND



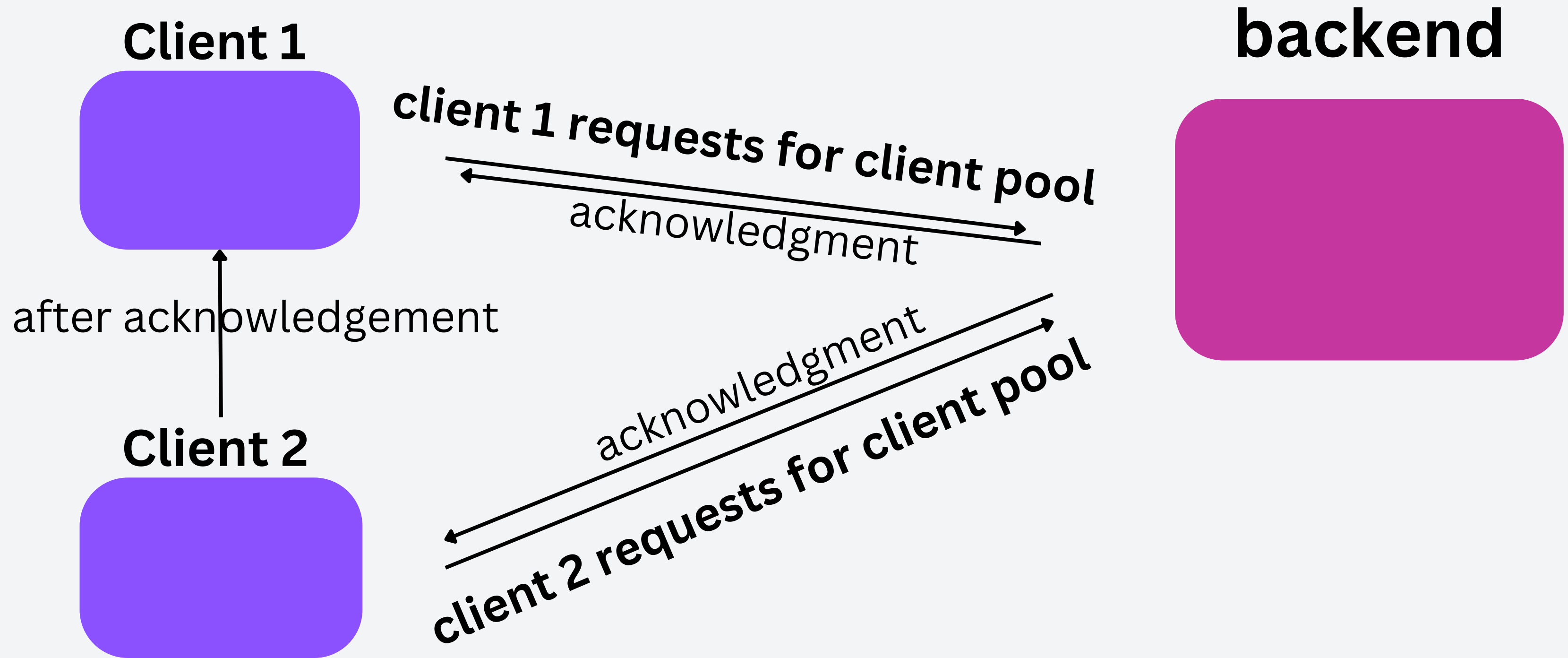
## BACKEND



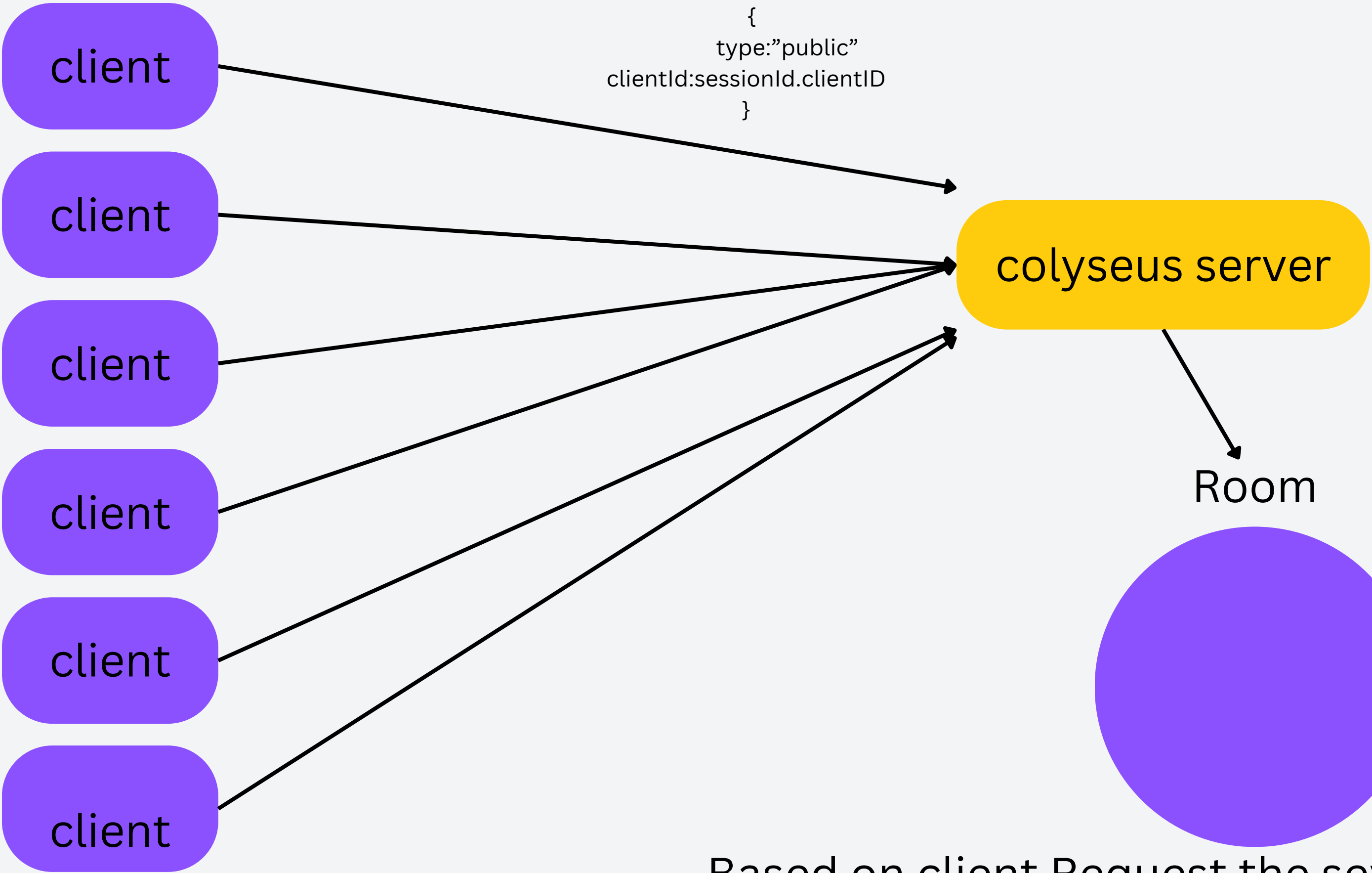
## DB



# ARCHITECTURE



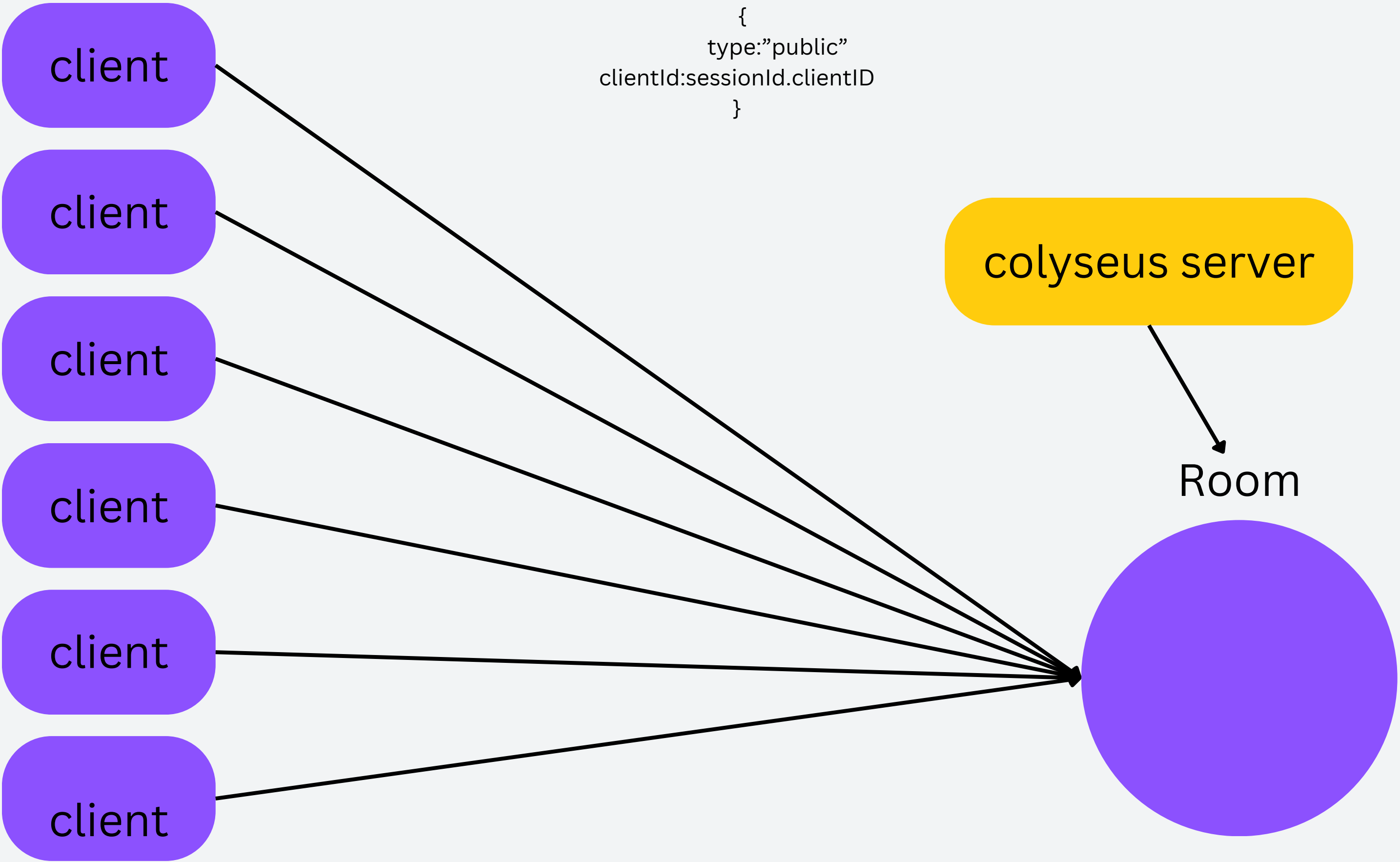
The client sends room creation data to the server



Based on client Request the sever creates a room

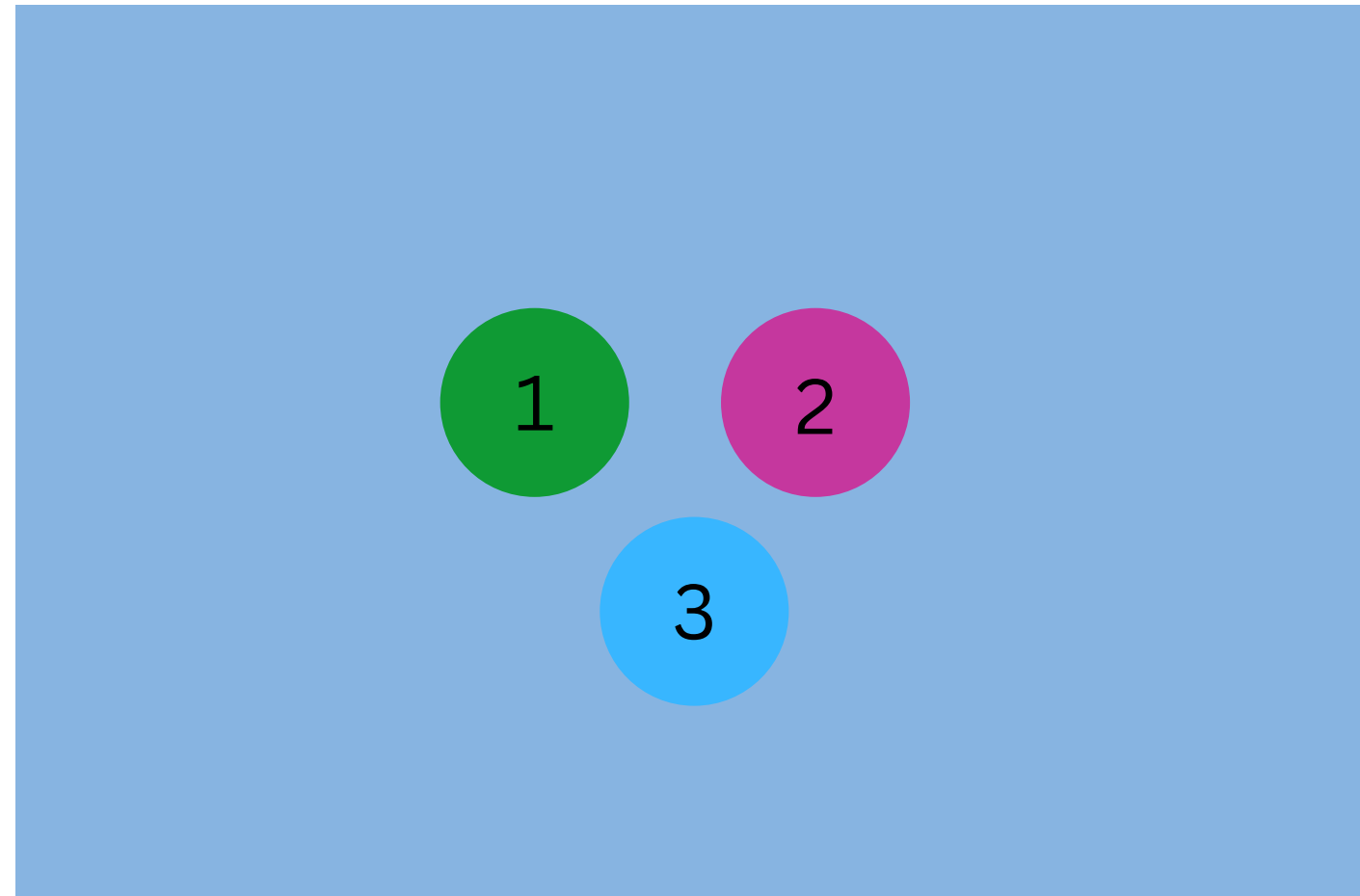
The client sends room creation data to the server

```
{  
  type:"public"  
  clientId:sessionId.clientID  
}
```



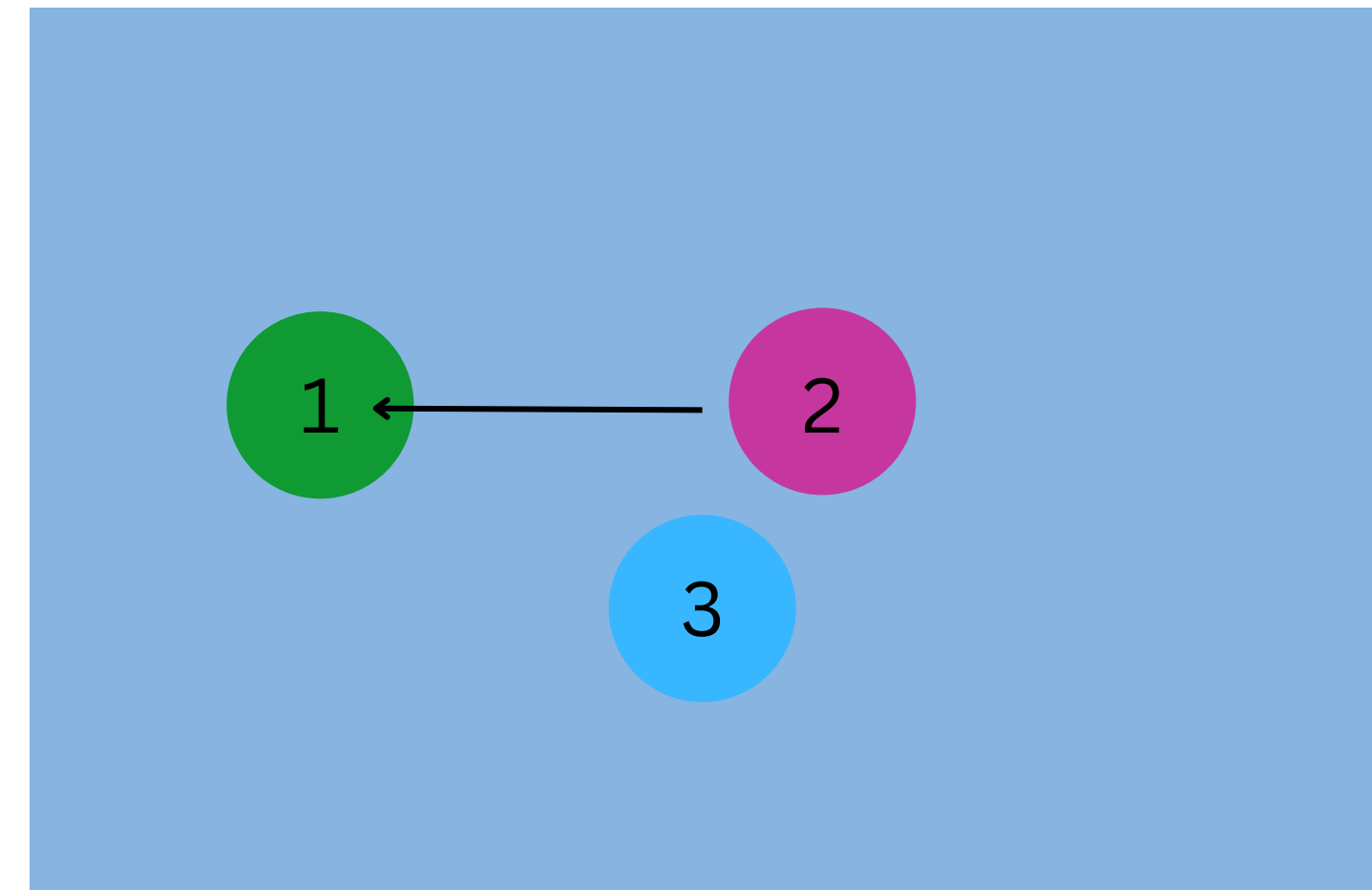
After room creation the server is not involved in the movements of players





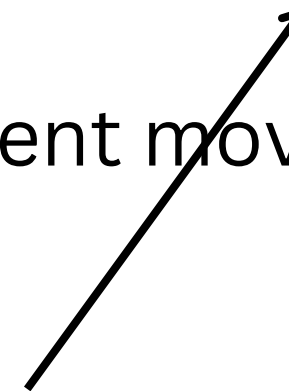
client 1 moves to left

update{ x:25 ,y:35}

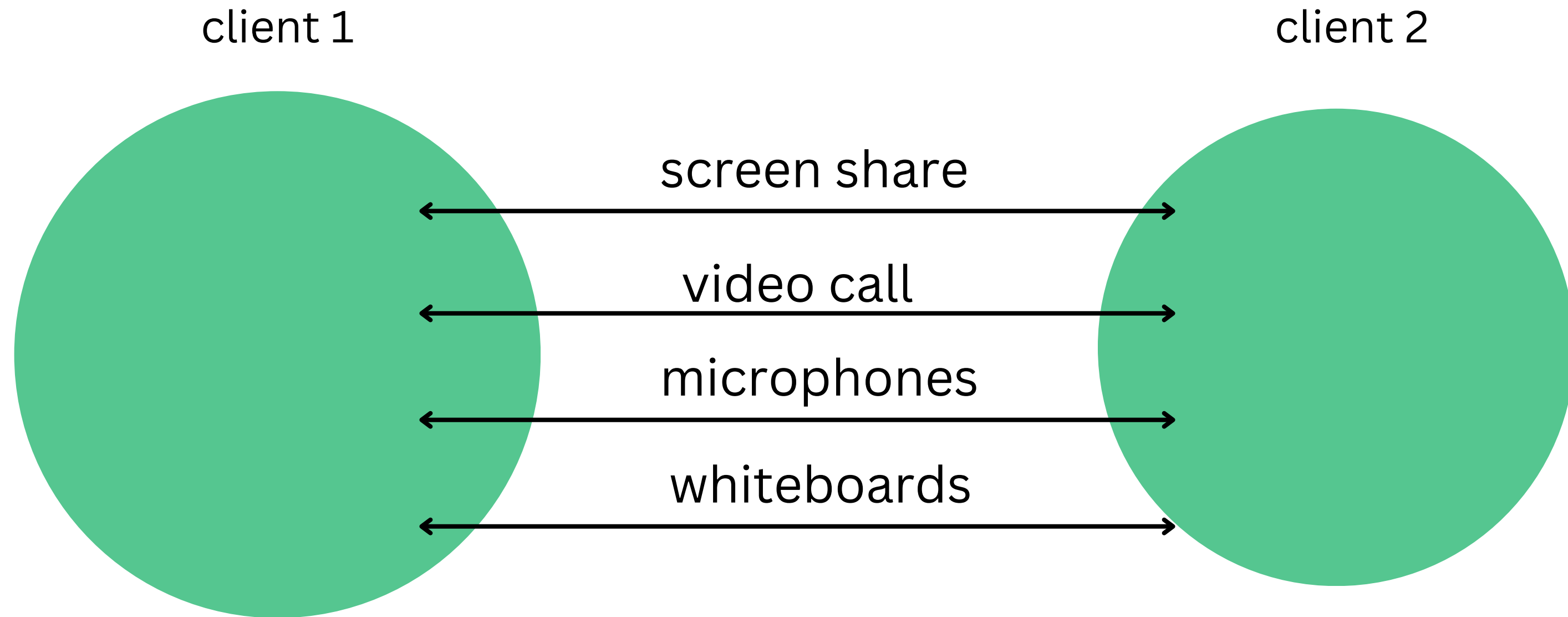


client move updated through colyseus

updated{ x:25 ,y:35}



with colyseus creates a connection between the clients which is two way



# FEATURES

- 1.Video conferences**
- 2.Real time chat**
- 3.Collaborative tools**
- 4.Persistent connectivity**
- 5.Gamified Connections**

# OUTPUTS

OASIS

Features About Docs

LOGIN

REGISTER

## Virtual spaces Re-imagined for collaborations

Connect. Create. Collaborate  
Anywhere

Start Room

```
DEPRECATION WARNING: 'pingInterval', 'pingMaxRetries', 'server', and 'verifyClient' Server options
new Server({
  transport: new WebSocketTransport({
    pingInterval: ...,
    pingMaxRetries: ...,
    server: ...,
    verifyClient: ...
  })
})
Documentation: https://docs.colyseus.io/server/transport/
```

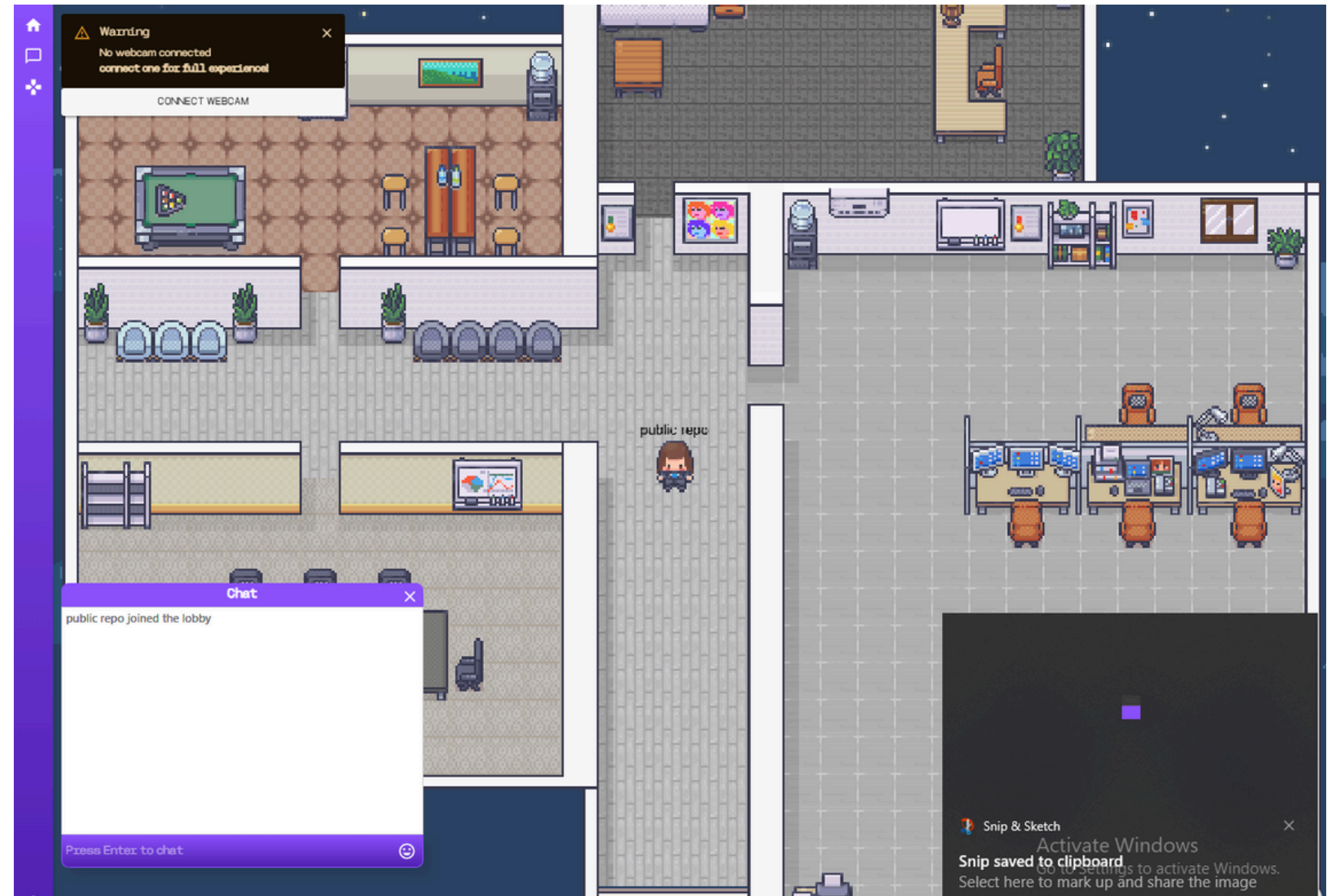
# Colyseus

A Fast, Powerful, Open-source Multiplayer Framework

Get a worry-free, enterprise grade, and scalable hosting solution with Colyseus Arena  
→ <https://bit.ly/colyseus-arena>

Get Unity, Babylon, Cocos, Construct or other SDKs and full project/demos  
→ <https://bit.ly/colyseus-docs>

Listening on ws://localhost:2567



# INSPO & REFS

<https://docs.colyseus.io/>

<https://docs.phaser.io/phaser/getting-started/what-is-phaser>

<https://www.gather.town/>

[https://youtu.be/aamk2isgLRk?si=2jBcWTz6Rz\\_INnrF](https://youtu.be/aamk2isgLRk?si=2jBcWTz6Rz_INnrF)

**THANK YOU**

**-TEAM OASIS**