Objective

Real Classroom is a classroom which facilitates interactions between a tutor and his/her students in virtual reality. The developer intends to provide a virtual platform for tutors to teach the medical students about human anatomy and the medical conditions they are likely to encounter as physicians. It can be of real help in medical science as many a time it is hard to arrange for human bodies to educate the students on the same. Real Classroom helps them in teaching it with the help of photo realistic 3D models of human body parts.

Real Classroom has two versions:

1. Real Classroom Tutor: The tutor starts the class, chooses the topic of human anatomy he/she wants to teach the students. With each topic he has a set of 3D models and other useful objects he needs.
2. Real Classroom Student: The students enter the class and learn about the human anatomy being taught by the tutor. They can interact with the tutor as well as the other students making it feel fully immersive.

Technologies to be used

* To decide between Unity 5 and Unreal Engine 4 for the development.
* A third party networking facility.
* Google Cardboard API.

Challenges

* Proper synchronization, such that a change made by the tutor or a student marks a change in other’s environment too.
* Need to arrange for a lot of 3D models for the human anatomy.