

ART-PLUS (VR) COMPONENTS

1. VR Controller Glove (Single)

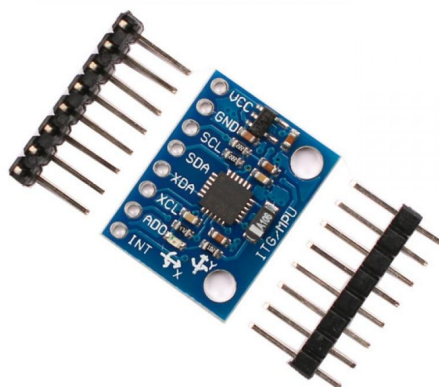
- 2×Flex Sensors - To determine the bend of fingers - (**Rs. 950 x 2**)



- 4×Vibration Disk Motors - To give touch sensation to fingers or hand - (**Rs. 68 x 4**)
2 for each finger except for the thumb and 2 on the palm



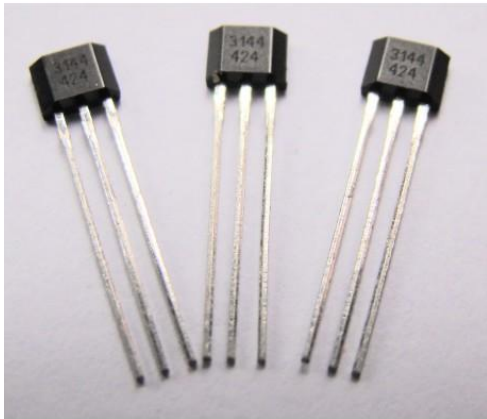
- 1×MPU-6050 Gyroscope Module - To rotate the virtual hand - (**Rs. 150**)



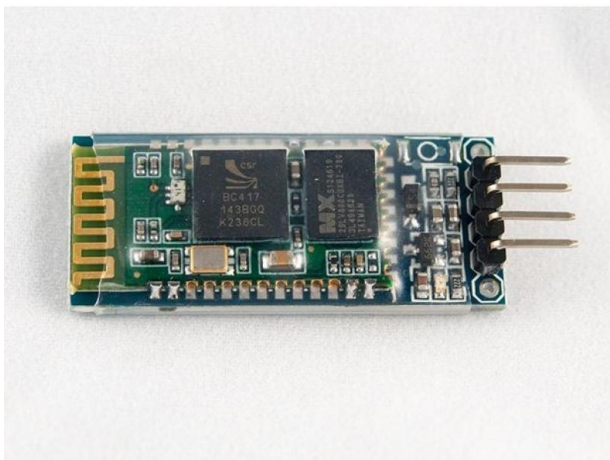
- 1 x Arduino Nano - microprocessor - **(Rs. 450)**



- 2 x Hall Effect Sensor (A3144) - For right click and left click - **(Rs. 24 x 2)**



- Bluetooth Module (HC-06/HC-05) - For establishing connection - **(Rs. 550)**



- 9V DC Battery - **(Rs. 110)**
- Glove material : Lycra, Neoprene, Velcro, Stretching glue, elastic, mara 70 thread - **(Rs. 200 approx)**
- Silicon wires - **(Rs. 16)**

2. **VR Headset (Single)**

Oculus GO - Standalone headset - **(Rs. 30,000)**



3. **Desktop PC (Single)**

Acer Nitro 50 Gaming Desktop - 2.9 GHz processor · NVIDIA GPU · 8 GB RAM · 512 GB Storage · Intel CPU · Hexa-core - **(Rs. 60, 000)**



4. **Web Hosting services (Single site & server)**

In Hostinger - **(Rs. 120/month)**

5. **Cloud storage services**

Can't be calculated at this point, but will be around Rs 0.8 per GB, our VR game's total space should be around 20GB.

6. Game Development

Not calculated but will be similar to [this](#)