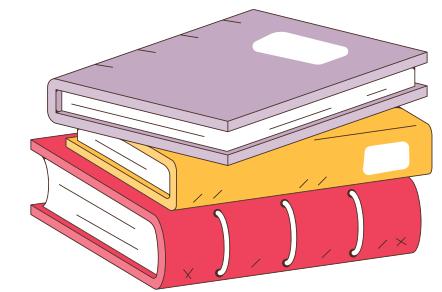
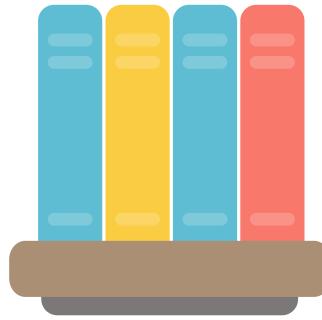


# TEAM 1



Metaverse GLS School Bag System

Introduction to Software Engineering  
이은석 교수님



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# #01

## Overview Background



### 1 Current Situation



COVID-19

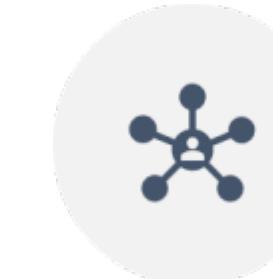


NO COMMUNICATION



NON-FACE-TO-FACE CLASSES

### 2 Problem



LACK OF SOCIAL RELATIONSHIP  
& COMMUNICATION SPACE



NO WHERE TO ASK QUESTION  
ABOUT THE COURSE

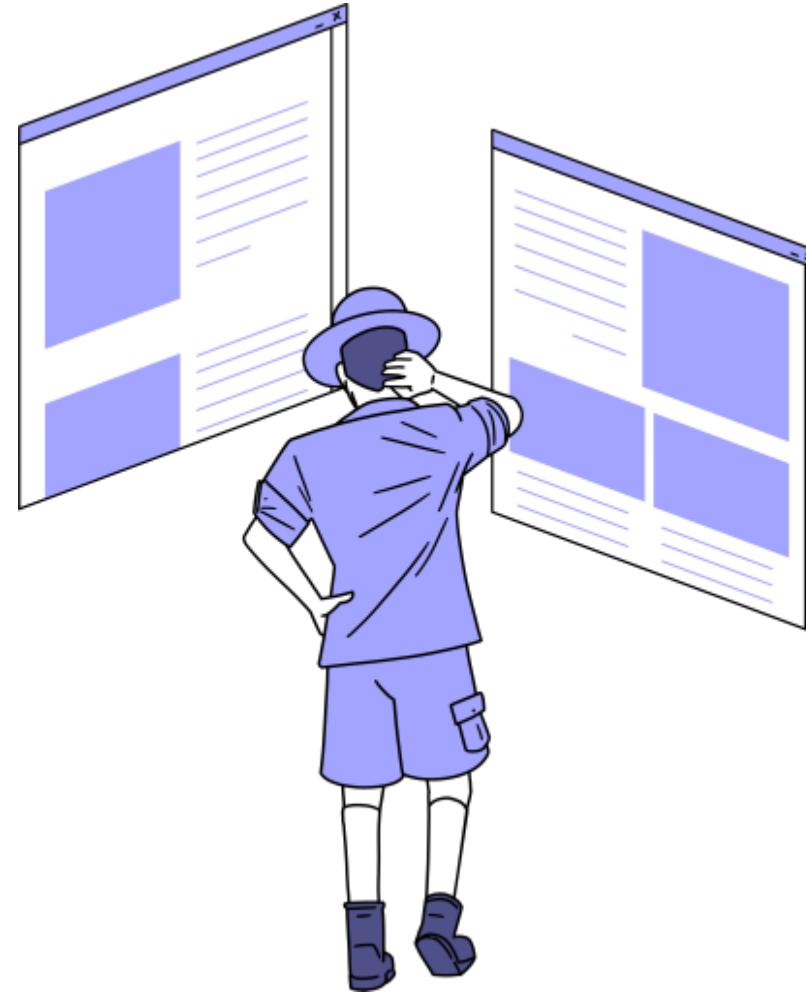


TAKING A CLASS ALONE

#02

Goals & Methods

## Goals - Final Goals



“ Let's make the GLS school bag system possible on Metaverse! ”



“ Let's make the GLS school bag system possible on Metaverse! ”



- [ **Students who enter the same world can communicate using the VR chat platform.** ]
- [ **Information on elective and major subjects and sample lecture videos can be found in one space.** ]
- [ **Enabling users to put books in user's school bag right away.** ]
- [ **Providing function of checking book in school bag and function of deleting book in school bag.** ]

#02

Goals & Methods

## Methods - Development Tool

Development Environment



Unity 2019.4.30f1

Platform



VRCSDK3 + UdonSDK

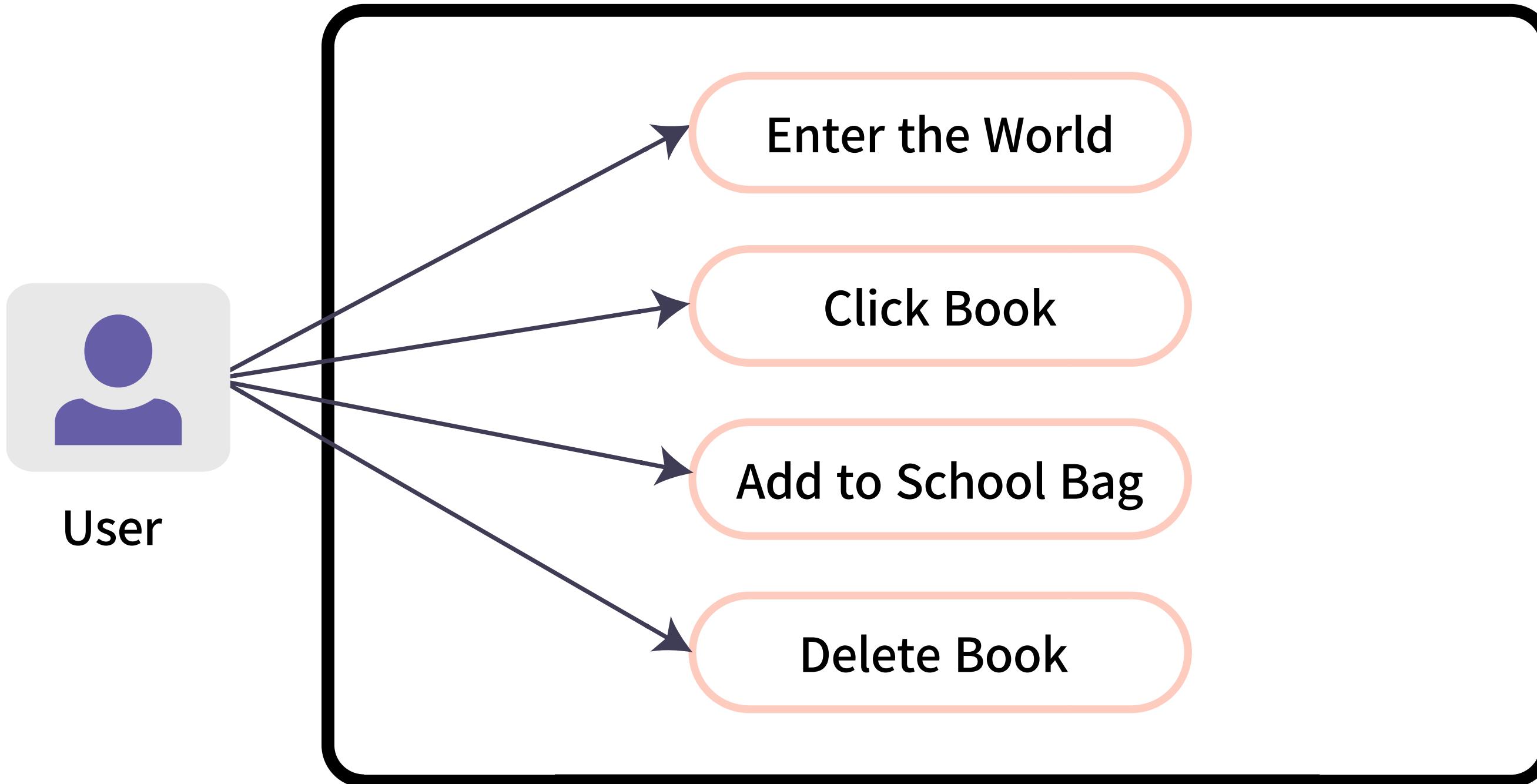
Unity Package



Udon Sharp v0.20.3



# Application



# #02

Goals & Methods

## Prototype - Metaverse GLS School Bag System



### Spawn in a fixed place

There are major course books on the left  
and elective course books on the right.

Go to the front of the bookshelf  
suitable for the user's major.

# #02

Goals & Methods

## Prototype - Metaverse GLS School Bag System



### Left Click on the Book

Lecture information and videos contained in the selected book appear.



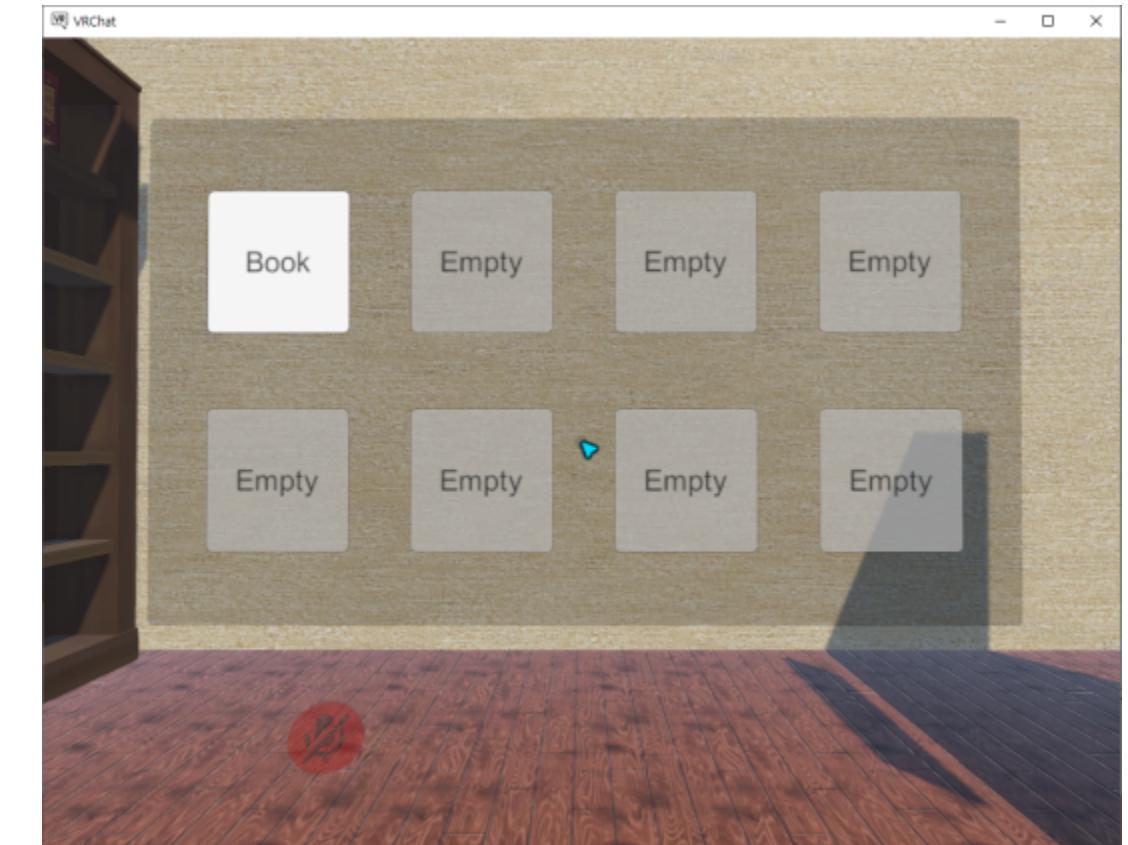
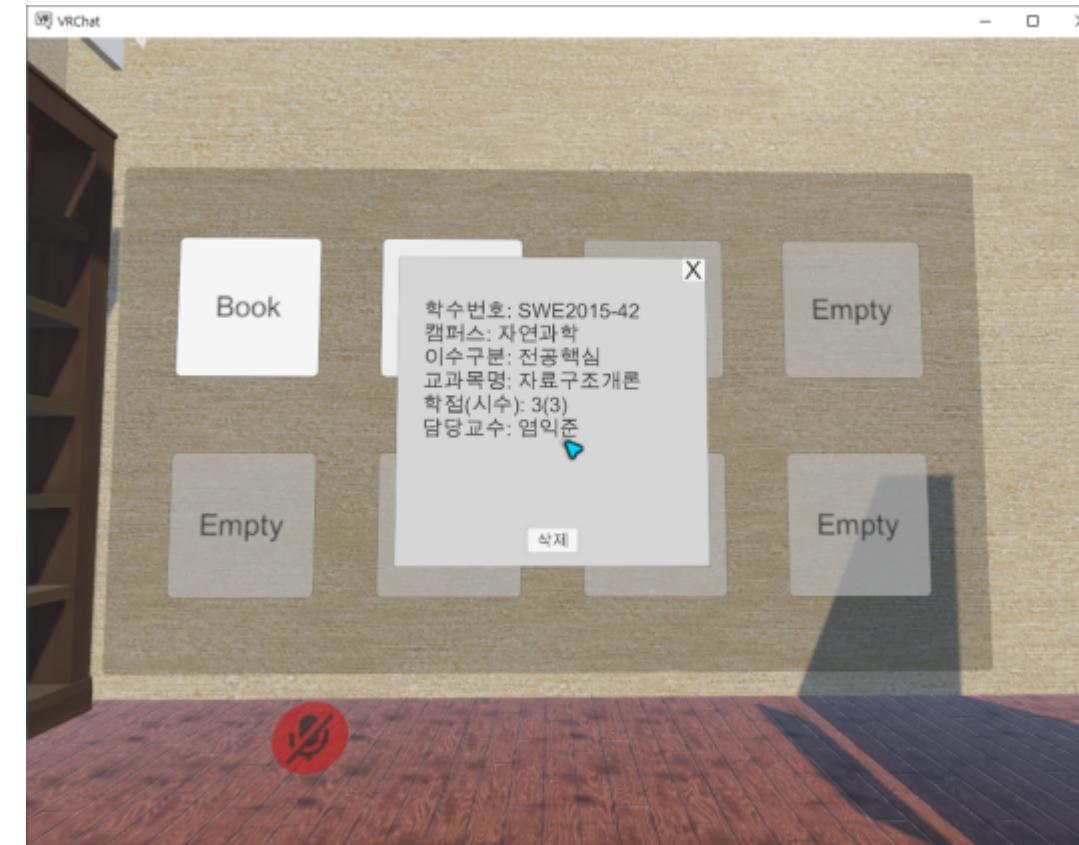
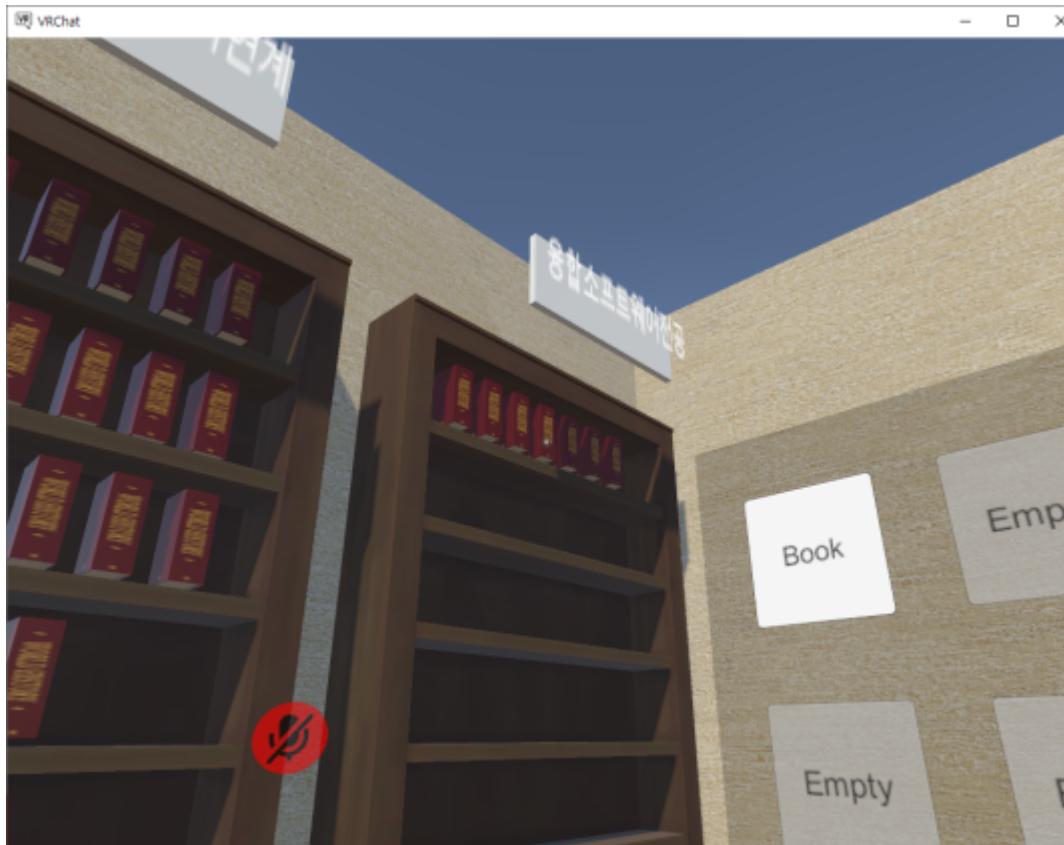
### Open School Bag

When you look at the wall and press F1, user's School Bag appears.

# #02

Goals & Methods

## Prototype - Metaverse GLS School Bag System



### Right Click on the Book

If you right-click on the book, you can put the book in your backpack.

### Click Book in Schol Bag

Inside the backpack, you can check lecture information and delete it from the backpack.

# #03

## Team & Strategy Role

### #1 Seowang Park

- Participation in development
- Course data collection
- Making a overall map

### #2 Hyunseung Na

- Production of design specification
- Participation in development
- Inventory implementation

### #3 Hanbeul Kim

- Production of design specification
- Participation in development
- Mark related majors on the books shelf
- Play a video with a video player in Unity

### #4 Seonye Lee

- Production of design specification
- Powerpoint production for the final announcement.

### #5 Hyunjeong Lee

- Production of design specification
- Participation in development
- Inventory implementation
- Course data collection

### #6 Yebin Park

- Participation in development
- Inventory implementation
- Implementation and placement of books
- Insert text and float text in world

### #7 Hwanseung Chang

- Production of design specification
- Writing scripts and making videos for the final announcement

### # Joint Participation

- Production of proposals ppt and requirement specification
- Pre-knowledge survey and sample project implementation

# #03 Team & Strategy

## Planned Schedule

#	Contents	week3 - 4	week5 - 8	week9 - 10	week11 - 12	week13	week14
1	Proposal	●					
2	Requirement Specification		●				
3	Design Specification			●	●		
4	Implementation				●	●	
5	Check Code Quality					●	
6	System Testing					●	
7	Final Presentation						●

# #04 Comments



## #01 Yebin Park

It was a good experience to experience how to divide roles and collaborate in the process of writing statements and developing programs.



## #02 Seowang Park

I learned that the more team members there are, the greater the importance of project management, and when I first encountered vrchat and Unity, I thought I should try to accept new things.



## #03 Hyunjeong Lee

It was not easy to implement both Unity and VRChat because it was the first time, but it was good to know how the concepts I learned in class with my team members were applied to the project and to finish well as a result.



## #04 Hanbeul Kim

Through the process of systematically planning and developing projects, we were able to experience the overall process of development.

## #04 Comments



### #05 Seonye Lee

It was good to experience all processes sequentially from application planning to documentation and development. There was a difficulty in developing it as a development tool that everyone had never used, but I am proud that the results were able to come out thanks to everyone's participation and help.



### #06 Hwanseung Chang

Although there was no practical participation in the development in charge of the presentation, it was meaningful to be able to feel the difficulty of writing documents while writing a large amount of documents in detail and to learn in detail about the software development process.

## #04 Comments



### #07 Hyunseong Na

Sometimes it's difficult to achieve the desired target within a set time, and I think I've experienced the efficient use of the conditions given. I learned a lot with my first unity, but I think it will help a lot in the future to get used to time management.



**THANK YOU<sup>®</sup>**  
Metaverse GLS School Bag System

**TEAM1**