PROJECT NAME

Team members:

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Components:

* Main screen: a lobby area where the user can, through his character join various meeting rooms
* From the same area they can also open a menu to customize their character (?)
* Actual meeting rooms
  + We will generate various pre made rooms, say a classroom, office space, etc., that a user can join. When joining a room they can select one of the free spaces of that room. Each room has a limited number of spaces, to mimic a real life meeting
* Inside a conversation room, the user can communicate with other “players”
* They should also have various “reactions”, like “hand up” that they can choose and will animate the character accordingly

Scene:

* Main menu (lobby) scene
* Character customization scene
* A separate scene for each room, number to be decided at a later date

Models:

* Room models (with interior objects, depending on the room)
* Player models – some basic male / female players
* Later on maybe we can add add-ons, like hats, etc.
* Classroom example:
  + Desk, blackboard, windows, chair, etc.

Assets:

* To be determined based on requirement
* <https://assetstore.unity.com/packages/3d/characters/city-people-lite-260446> (for base characters)
* <https://assetstore.unity.com/packages/3d/props/furniture/chair-and-sofa-set-263004>

Animations:

* Raise hand
* Stand up
* Laugh
* To be determined later

Ambiental sounds:

* Maybe none, due to the fact that we have a meeting / conversation between users. The audio will be the user’s feed

Journey map:

A diagram of a game

Description automatically generated