

MMO Expo

Min Chew

Zexian Li

Samuel Fox

Ryan Kirkpatrick



Oregon State University
College of Engineering

Project Partner

- Instructor William Pfeil
- Bill has worked in the software industry for over 25 years
- Bill is currently a Computer Science instructor at Oregon State University



Team Members

Min Chew

- Virtual world lobby, JSON automation, 3D booth model, Skyboxes

Zexian Li

- Sign in landing page, Character selection page, Character models, Booth search functionality

Samuel Fox

- Click based movement system, Booth heads-up display

Ryan Kirkpatrick

- Multiplayer networking, Real-time chat, Terrain generation



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Project Overview



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Problem

The annual OSU exposition of 2020 was held online in the form of a website with Zoom links. The virtual experience was not interactive nor realistic.

Solution

Make a system to host virtual expositions that stimulates the traditional in-person experience. We are using Unity, a game engine, to create virtual worlds for users to move around in, visit booths, and chat with other users.

Project Partner Goals

To have a virtual exposition environment in the style of a Massively Multiplayer Online (MMO) game in order to improve user experience.

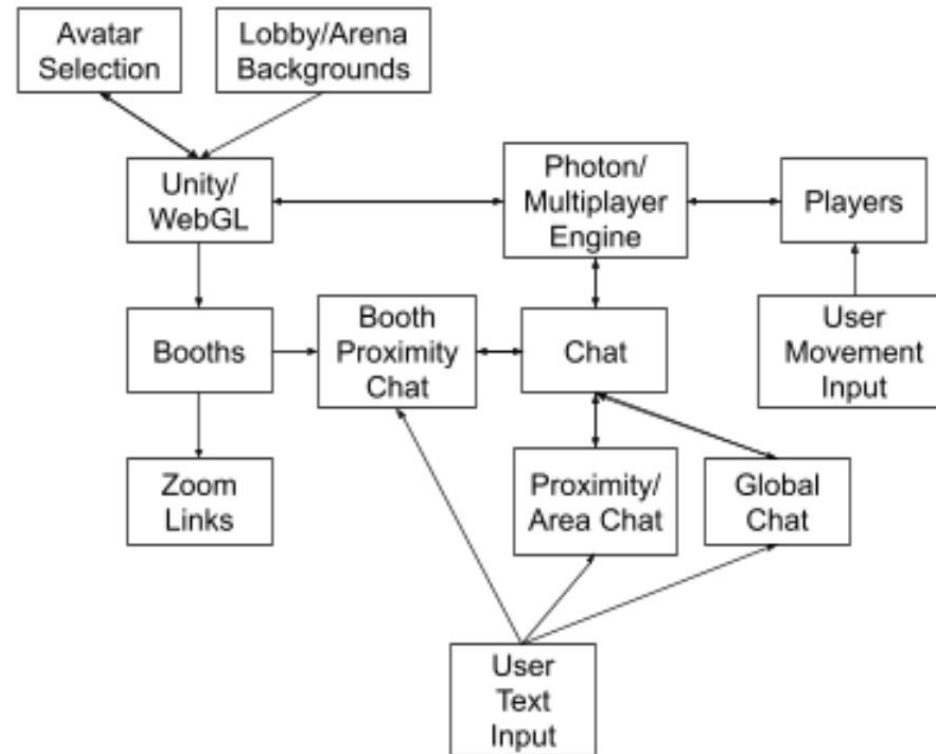


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System Walkthrough



Visualization of Process Flow





Back End

Technology Stack

- Unity
- Photon Unity Networking

Code Structure

- Sign in landing page and character selection scene
- World lobby scene
- All major specific worlds are generated from JSON files

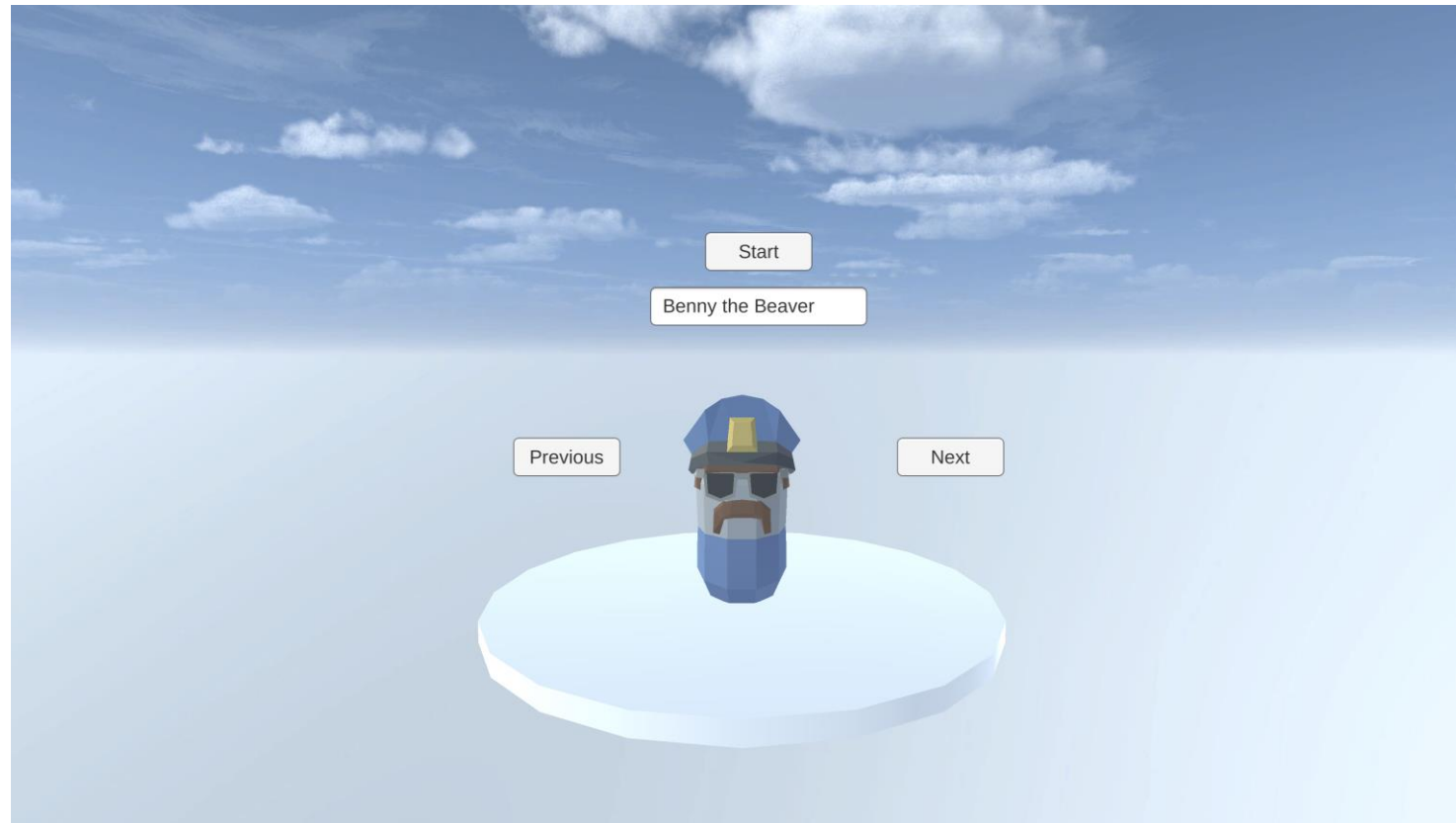


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Project Features



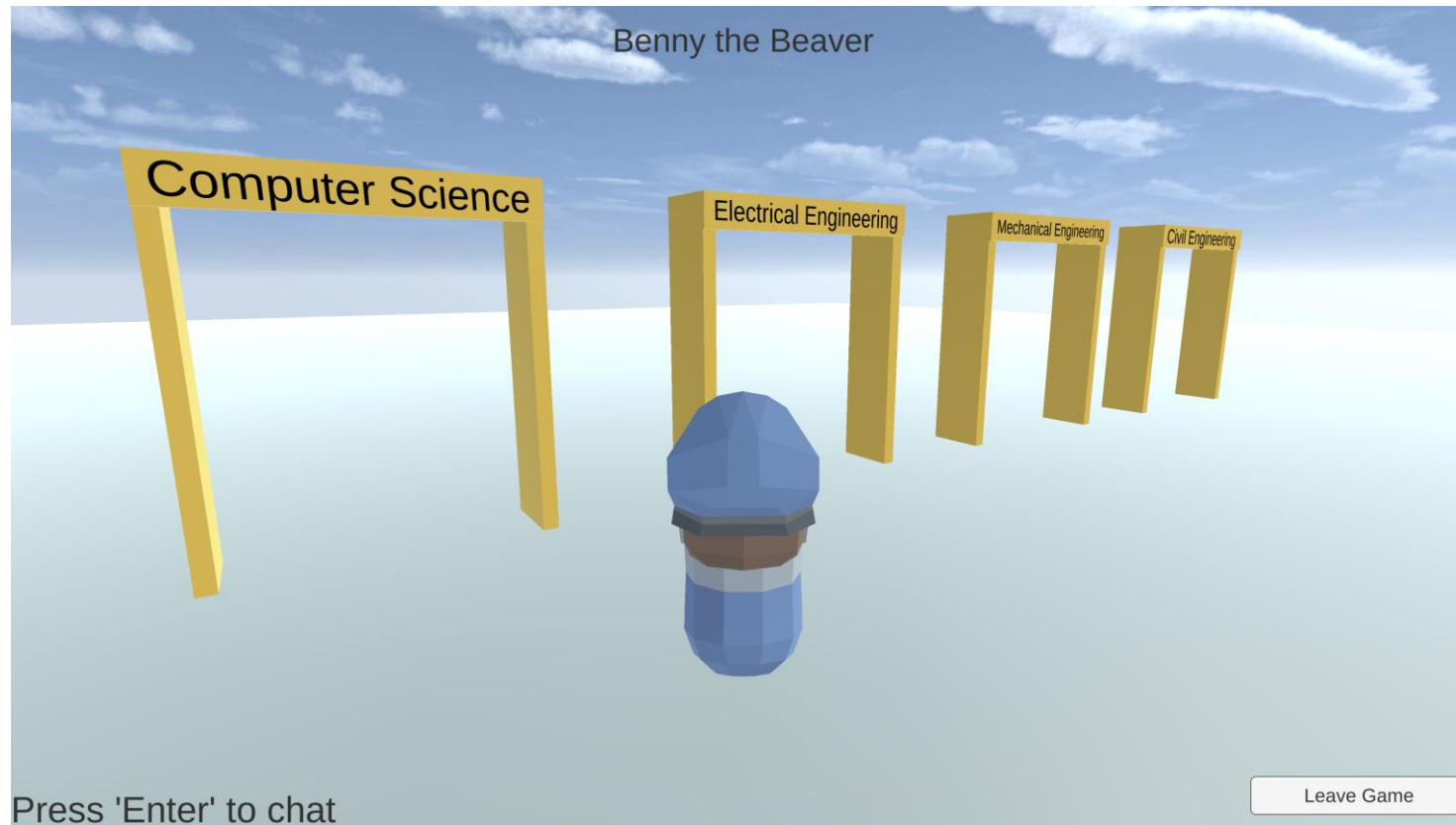
Sign in + Character Selection Page



- Name input
- Character selection



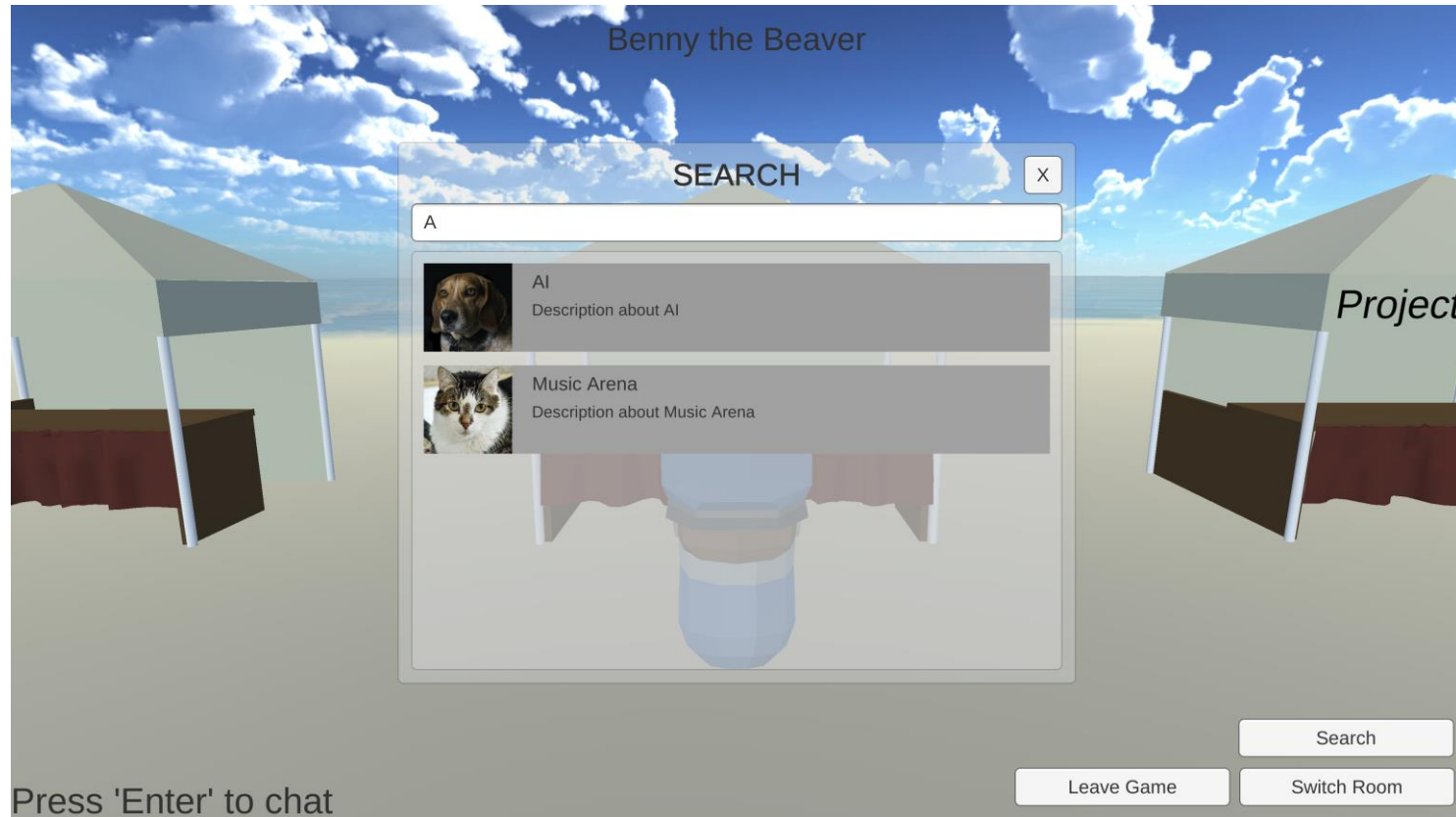
Virtual World Lobby



- MMO networking
- World selection portals



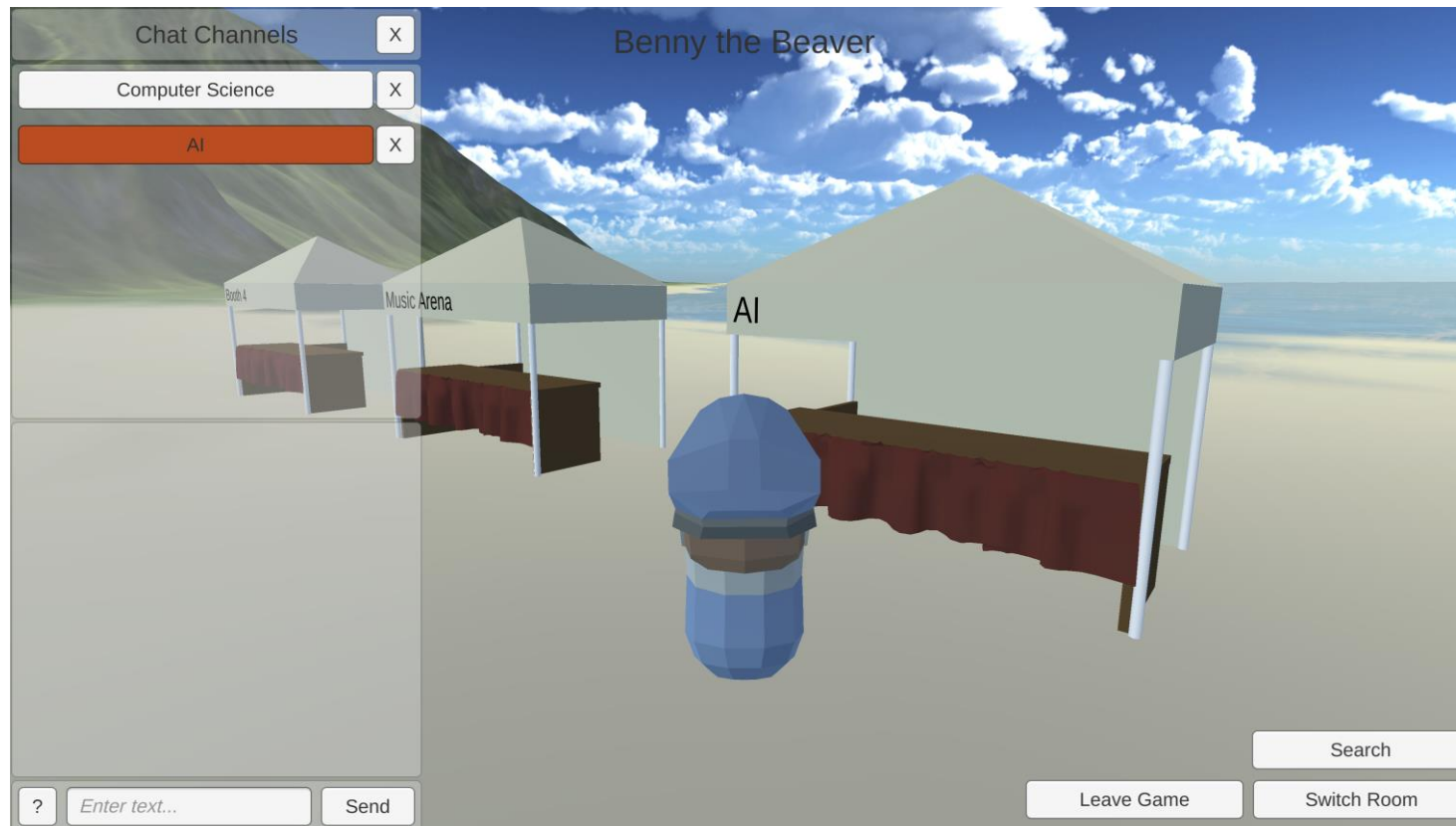
Virtual World pt 1



- Booth search
- Booth search teleportation



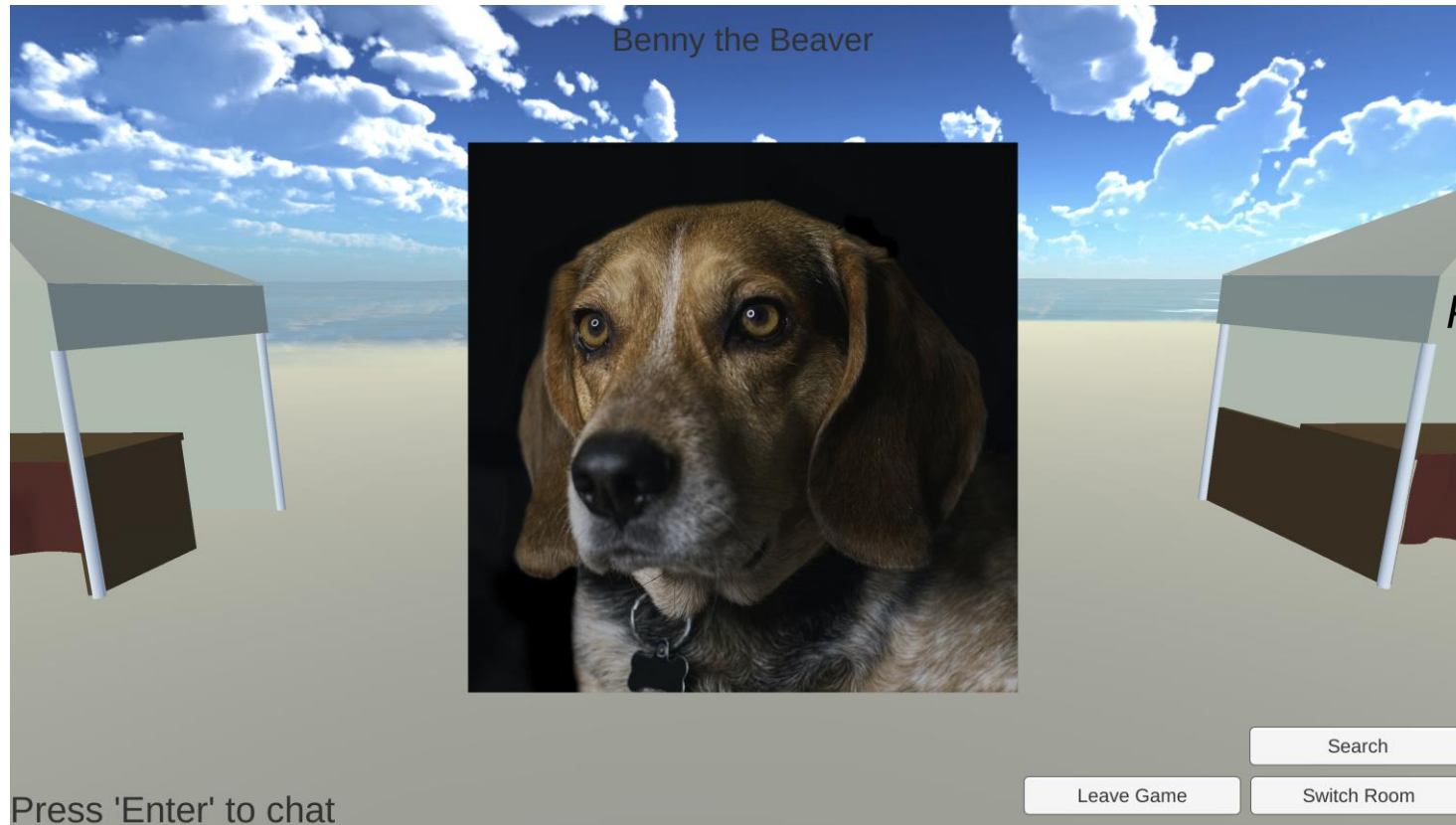
Virtual World pt 2



- Global chat
- Booth proximity chat



Virtual World pt 3



- Booth heads-up display (HUD). Current image is a filler image. This feature is intended for project poster uploads.



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Project Prototype

<https://kirkpary.github.io/MMO-Expo/prototype/>



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