

Project Number: 231405

Instructor: Moshe Sulamy

Workshop Name: Games development with Unity

Participants: Inbal Nitzani, Shaked Ram, Mai Shani.



SPACESHIP

Cultivating meaningful relationships: the need for a fun and convenient social platform



○ Deeper Relationship Building:

- Foster deeper connections through meaningful conversations and collaboration.

○ Engaging Social Experience:

- Platform that creates a refreshing and immersive social experience.

○ Focused Self-Expression:

- A dedicated space that allows self-expression, without the pressure of sharing personal photos or intimate details.

Our Unique Solution

- Collaboration Tools
- Real-time chat
- Customizable avatars and personalized spaces
- Hobby-focused rooms for exploration and interaction.

Privacy

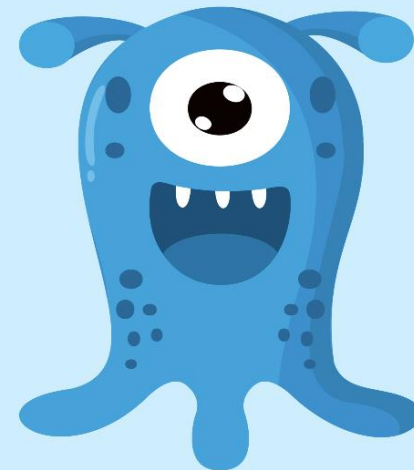


LOGIN

REGISTER



CHOOSE A COLOR

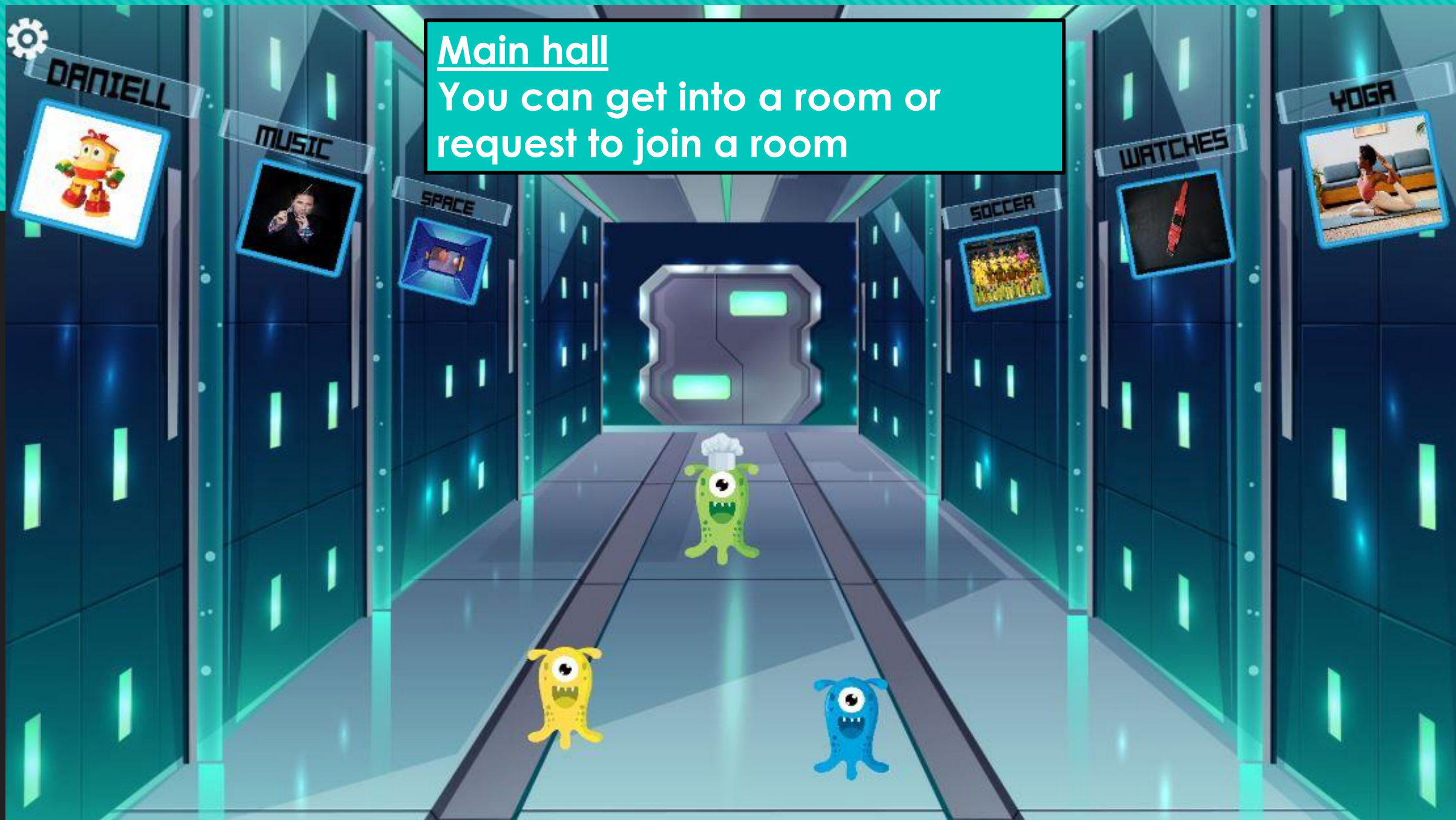


Customize your avatar



Main hall

You can get into a room or
request to join a room



NOTIFICATIONS LOGOUT



BACK TO HALL

CREATE A NEW ROOM

UPLOAD POSTER

CHOOSE POSTER POSITION

LOCK POSTER POSITION

ENTER POSTER ID: SEND!

DELETE A POSTER



DELETE POSTER!

Chat Room 5!
amitmit: HI all :))

ENTER MSG...

SEND MESSAGE



Create room
Manage posters
Handle join room requests
Back to hall...



Chat for all room participants

Architecture Overview

- **Client-Side (Unity with C#):**

- Unity is used as the client-side development framework (C# code).

- **Server-Side (Java on Google Cloud Platform - GCP):**

- The server runs on GCP, utilizing the available cloud resources and services.
 - Google App Engine is used to deploy and host the server application.

Architecture Overview

- **Data Storage and Database Management (GCP):**

- GCS is used for storing static files such as avatar designs, room posters, and other assets.
- Google Cloud SQL is used for managing dynamic data such as user profiles, room information, and game state.

- **Communication and Networking:**

- Communication between the client and server is achieved using RESTful APIs or WebSocket protocols .

- **Authentication and Authorization:**

- Implementing user authentication and authorization mechanisms.

STORAGE



Google Cloud Storage

Save files

SERVER-SIDE



Google
App Engine

Read & write data

HTTP request & HTTP response

DB



Cloud SQL

CLIENT-SIDE



unity

Unique Platform: Stand Out from the Rest..

- **Dynamic Gaming and Social Interaction:**

- A combination of game elements and social engagement.
- Real-time avatar display enhances community vibrancy, fostering spontaneous interactions.

- **Subject-Based Rooms for Friendships:**

- Connect with like-minded individuals in dedicated rooms based on specific hobbies.
- Foster engaging discussions and activities, creating a platform that cultivates lasting friendships.

- **Customizable Avatars:**

- Reflect your unique style and personality by customizing your avatar.
- Adding a layer of self-expression and identity to your gaming experience.

- **Collaboration and Project Focus:**

- Teamwork and resource sharing through group formation and involvement in the project in designated rooms.

Conclusion

- **Spaceship Benefits:**
 - Empowers users to form meaningful relationships.
 - Facilitates collaboration and knowledge sharing.
 - Provides an immersive and interactive social environment.
- **Scalability and Reliability:**
 - GCP ensures scalable infrastructure for growing user base and features.
- **Next Steps:**
 - Continuously enhance user experience through updates and new features.