# Metaverse for Virtual Game

Augmented Reality multiplayer chatting application

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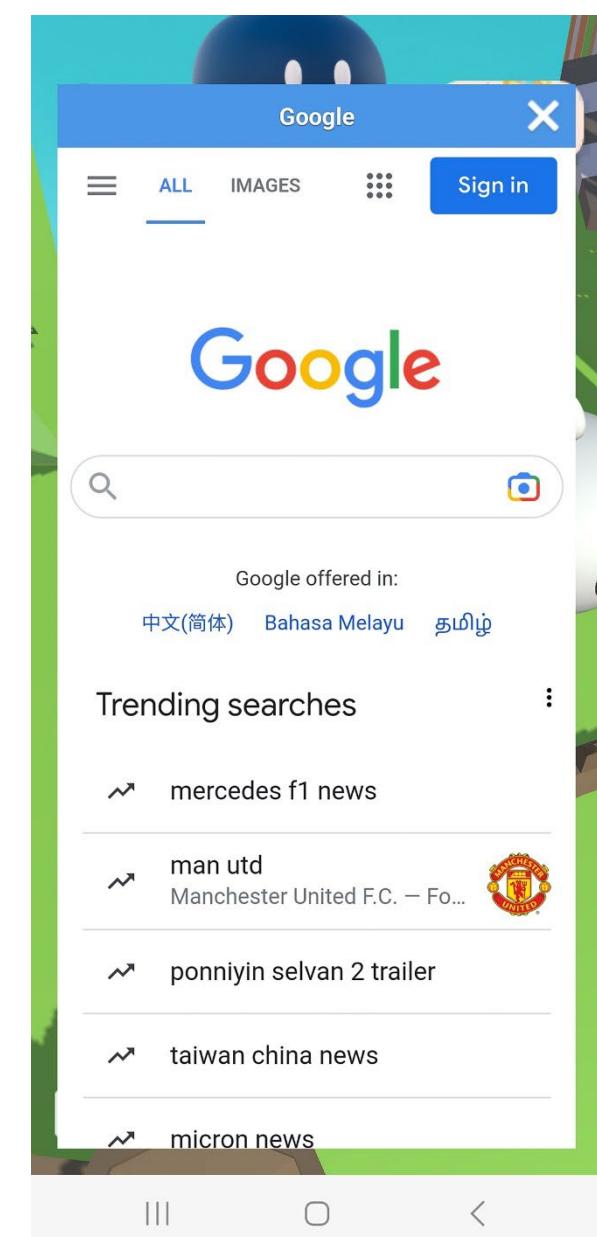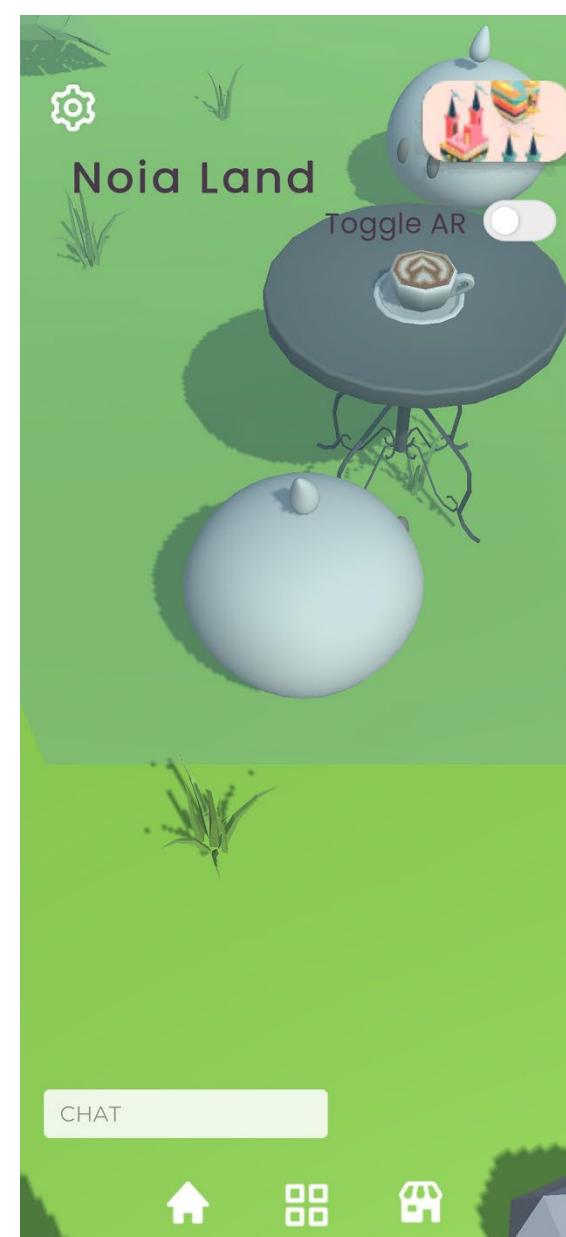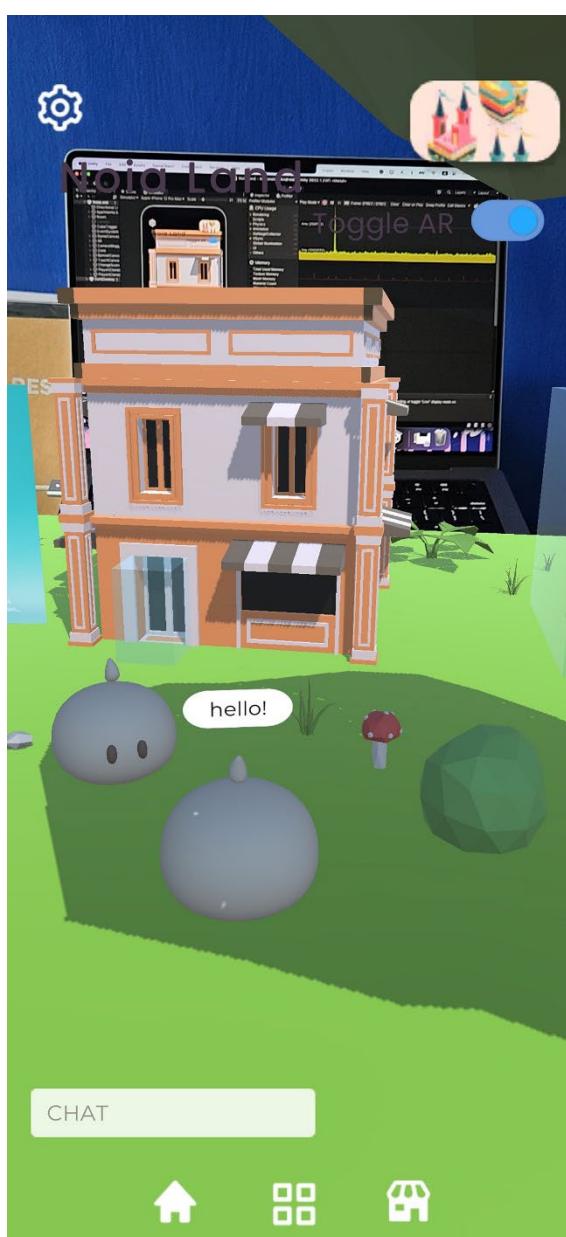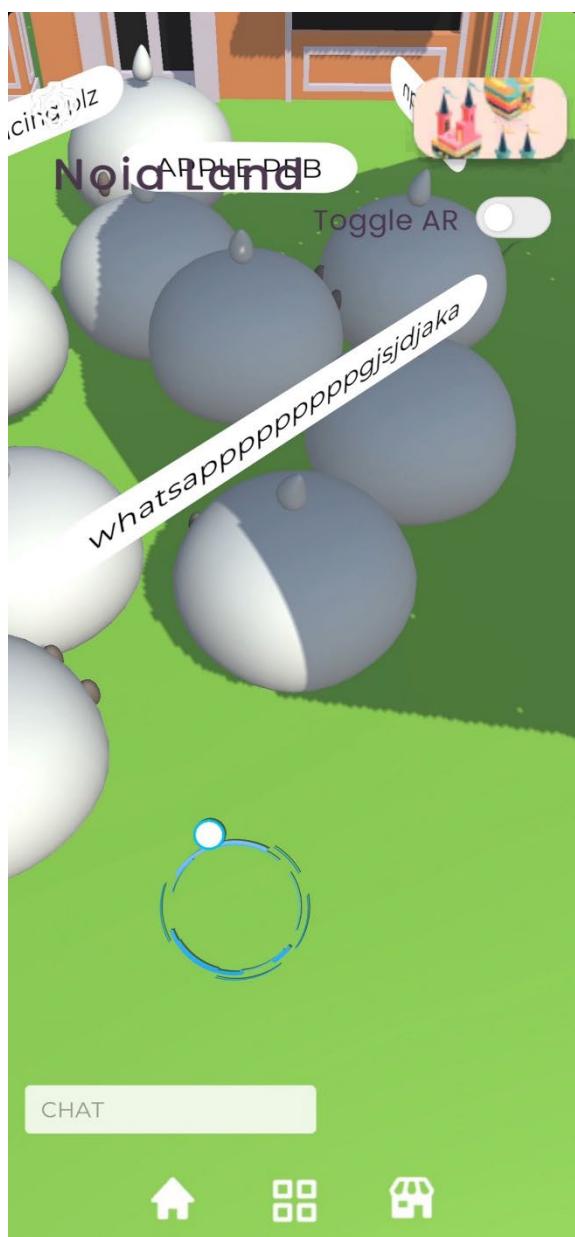
Project Objectives:

The metaverse holds vast potential for students to network with various companies, but it must be able to support multiple simultaneous student interactions. This project aims to develop an Augmented Reality (AR) chatting application and evaluates whether Photon Fusion, a recently released multiplayer solution, can enhance the chatting functionality by comparing its bandwidth and network consumption with Photon PUN 2.

List of features:

- Toggling of AR Camera
- Multiplayer Chat
- Voice Chat
- Clickable Banners
- Player Movement with Touch Controls

Bandwidth/s, total: **29.4 KB** for all regions

Traffic, total: **12.5 MB** for all regions

Bandwidth/s, total: **3.1 KB** for all regions

Traffic, total: **1.9 MB** for all regions