Call For Collaboration

Network gaming module for VR in Unity - Owalo Universe

We are looking forward to involving a developer to help build a virtual reality multiplayer networking module. Our first pilot project for the module and testing in action is Owalo Universe - an educational metaverse game that enables its users to build worlds and design simple games in those, all in virtual reality. The game is set in low poly, we have thousands of assets already in place and development starts in September. We will agree on technical specifications (the number of packets, latency, etc) together at the start of the collaboration. Possibility to continue cooperation after the finalization of the current project.

Hereafter a few screenshots of the project: